


7.6 MILLION GAME BOY COLORS SOLD AND STILL COUNTING...



TOTAL GAMES GUIDE TO GAME BOY COLOR

EVERYTHING YOU WANTED TO KNOW ABOUT GAME BOY

ISSUE THREE
£1.95
TOTALGAMES.NET

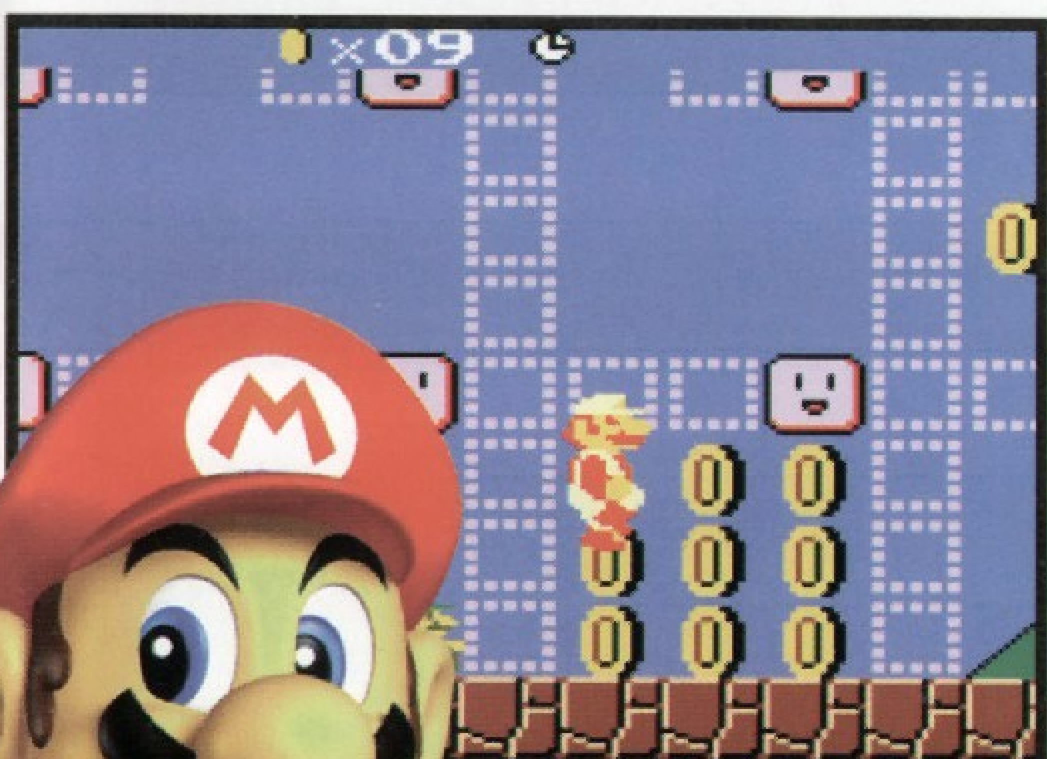
CONKER'S POCKET TALES

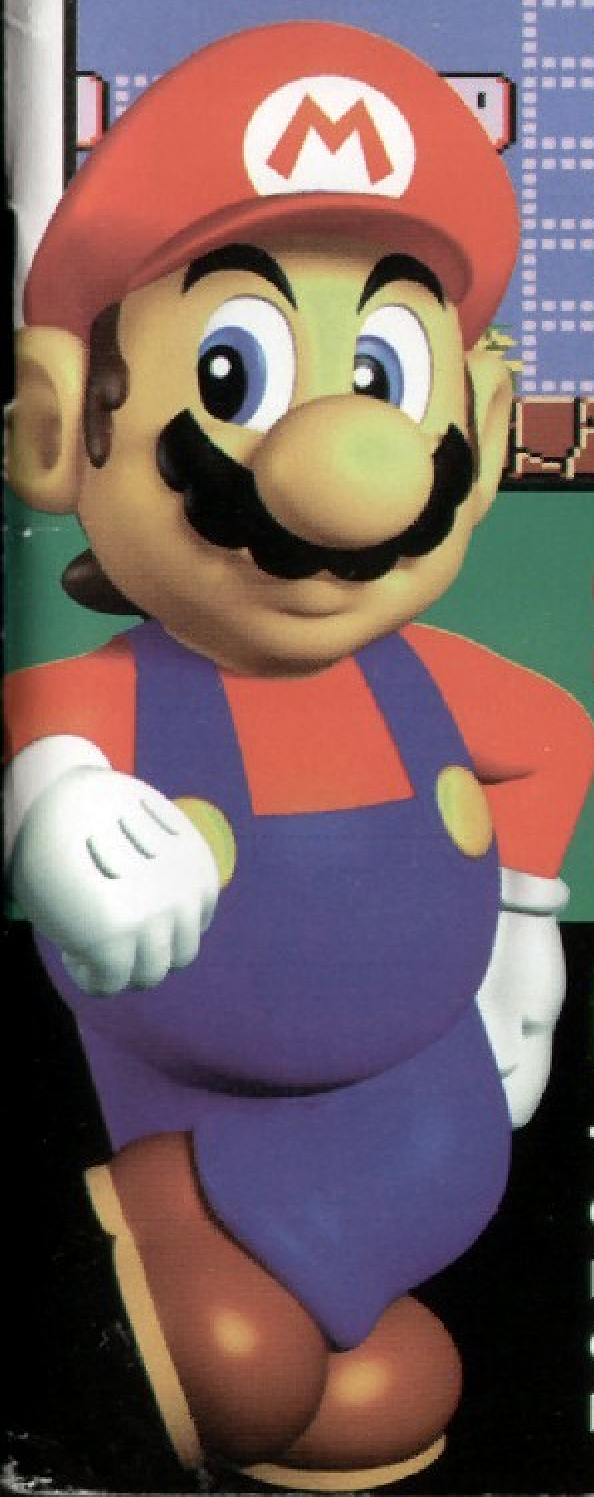
FIRST REVIEW OF A RARE GEM!



WIN! GAME BOYS, GAMES & GADGETS!

PAGE 21





THE BOYS ARE BACK IN TOWN!

SUPER MARIO BROS DELUXE

PLUS: PREVIEWS OF ALL THE NEW GB COLOR GAMES!

THE SMURFS NIGHTMARE GUIDE, GAME BOY COLOR DEVELOPER INTERVIEW, ARCADE CLASSICS, CHEATS AND TIPS FOR YOUR FAVOURITE GAMES!

GADGETZONE

GAMARS www.gadgetzone.com
01524 730500/730600

The Gameboooster allows you to play Gameboy games on your PlayStation







WE HAVE A FULL RANGE OF PLAYSTATION ACCESSORIES AND WE WILL BEAT ANY GENUINE ADVERTISED PRICE

WE ALSO STOCK A FULL RANGE OF LASER POINTERS

GAME BOY COLOR

OUR CONTACT NUMBERS ARE

01524 425777 AND 425888

AND OUR DIRECT FAX NUMBER IS

01524 831999

OUR EMAIL CONTACT ADDRESSES ARE sales@gadgetzone.com & info@gadgetzone.com

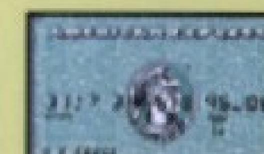
OFFICE ADDRESS: 32 VICTORIA STREET, MORECAMBE, LA4 4AJ (CALLERS WELCOME)

POSTAL ADDRESS (FOR ALL POSTAL ORDERS AND CORRESPONDENCE): PO BOX 46, LANCASTER, LA1 5FH



ALL OUR PRODUCTS INCLUDE P+P AND VAT,





WELCOME TO THE WORLD OF



CONTENTS



WE'VE HAD a frantic time here at the Total Games Guide to Game Boy Color over the last few weeks. There are so many Game Boy Color games coming out that it really is quite scary! Are we going to have enough batteries to play them all? What happens if a fight breaks out over the office Game Boy? Who gets the duff games to review? Oh the worry of it all…

…but it's good fun too! This issue we've taken a trip to sunny Los Angeles where the E3 show was packed to bursting with new games. You can read about many of these in the bumper previews section, plus there are lots of snippets in the news too.

We've got a feature on Color Game Boy World – one of the leading Game Boy developers this side of the moon. Plus a look at some of the arcade games coming to your small screen over the next few months.

If it's tips you're after then look no further than page 44. We have hints, cheats and passwords for all the latest games and a guide to the brilliant *The Smurfs Nightmare*.

If you have any comments or questions jot them down and send them in, but for now – enjoy the magazine!

Nick Roberts
Managing Editor





FEATURES

6 News
Rumours and happenings from around the world of Game Boy Color. This issue we feature an ingenious gadget to play Game Boy through a PlayStation!

8 Interview
With an exclusive VIP pass we venture behind the scenes at one of the country's leading Game Boy developers – Climax's Color Game Boy World. Read the low down on their new game, *NHL Blades of Steel '99*.

21 Picture Perfect
Great news for Game Boy Camera owners!

30 Arcade Classics
Are they classic or just cack? With the schedules full of rereleased arcade games we take a trip back to yesteryear to check them all out.

42 Letters
You asked for it… so here it is! A letters page.



REVIEWS

10 Conker's Pocket Tales
An exclusive review – this game will really drive you nuts!

14 Duke Nukem
The Duke is ready for action.

16 Shadowgate Classic
Spooky adventuring in glorious colour.

18 Klustar
Another wacky puzzle game.

19 Dropzone
Another rave from the arcade grave.

20 Logical
Gameplay – that is illogical Captain!

22 Super Mario Bros Deluxe
The Mario boys are at it again.

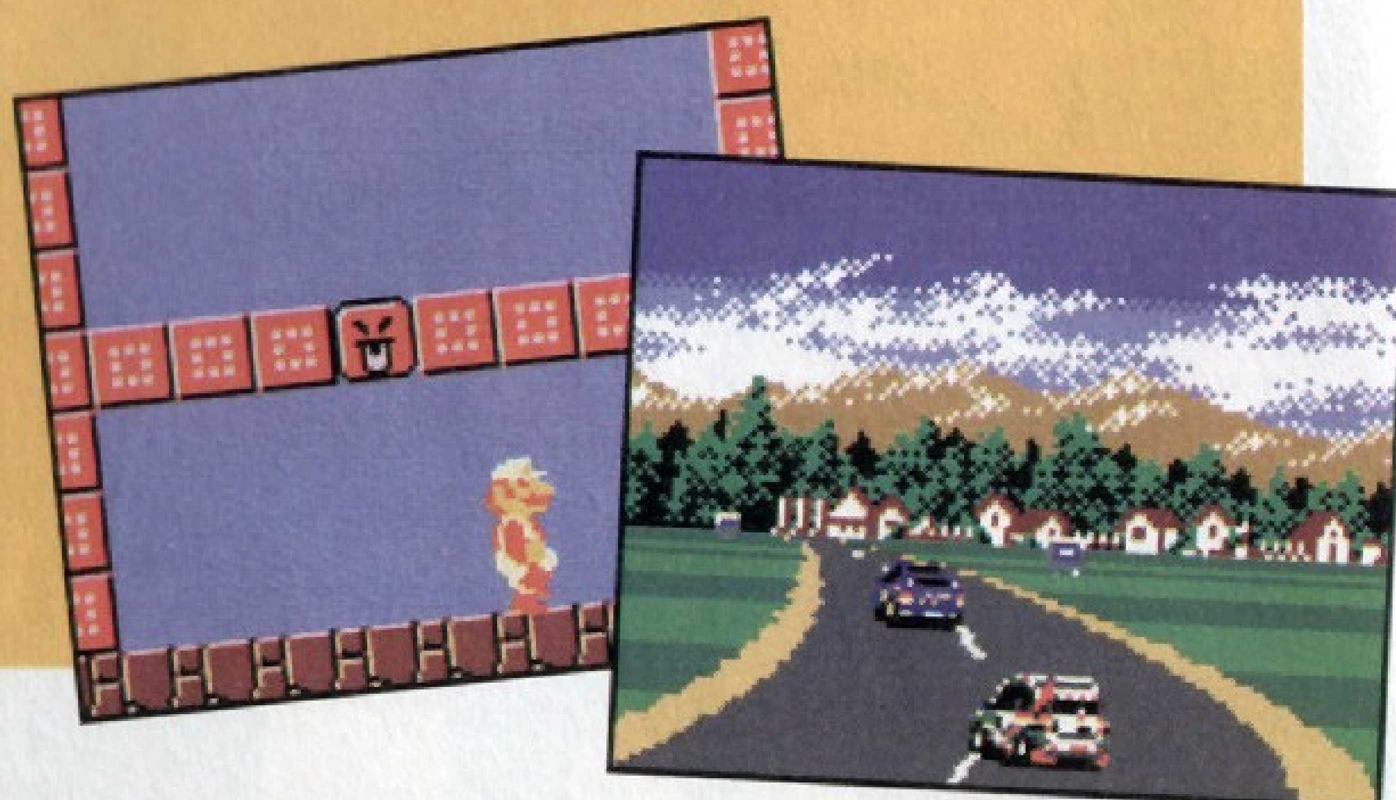
24 Pitfall: Beyond the Jungle
He's still the king of the swingers.

25 720°
Skateboarding is back in fashion.

26 The Smurfs Nightmare
Smurfette – what a babe!

28 V-Rally
A head-to-head review…

29 Top Gear Rally
…who will come out on top?







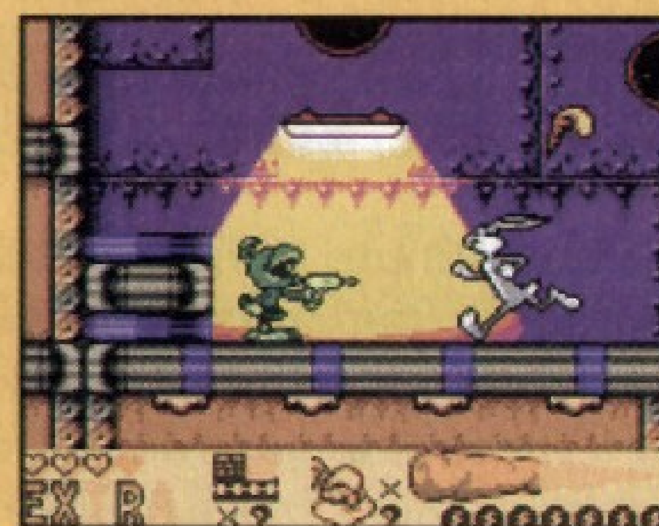
COMPETITION

21 **Win an Atomic Purple Game Boy Color and 4 games!**
This new Game Boy Color in Atomic Purple plus four games can be yours courtesy of Midway!




PREVIEWS

34 Resident Evil
35 Croc 2
36 Street Fighter Alpha
36 Tarzan
37 Carrot Crazy
37 Lucky Luke
38 Motocross Maniacs 2
38 Magical Tetris Challenge
39 Catwoman
39 Déjà Vu
40 Babe and his Friends
40 Earthworm Jim
41 Spawn
41 Konami Rally

TIPS

44 **Cheats and tips**
We've scoured the world for new cheats, passwords and tips for the latest Game Boy Color games.

46 **The Smurfs Nightmare Walkthrough**
One of the funkiest platform games of late – and we've got a walkthrough for you!



TOTAL GAMES GUIDE TO GAME BOY COLOR
Paragon Publishing Ltd, Paragon House,
St Peter's Road, Bournemouth BH1 2JS, UK
Tel: +044 (0) 1202 299900
Fax: +044 (0) 1202 299955
http://totalgames.net

Managing Editor
Nick Roberts
nickr@paragon.co.uk

Production Editor
Lou Wells

Designer
Andy Hope

Contributors
Ben Lawrence, Roy Kimber
Martin Mathers, Stuart Taylor
Tom Sargent, Stuart Wynne

Advertising Manager
Felicity Mead
Direct line: **01202 200224**
felicity@paragon.co.uk

Ad Sales Executive
Adam Jorden
Direct line: **01202 200233**
adamj@paragon.co.uk

Classified
Emma Bedford 01202 200234
emmab@paragon.co.uk
Claire Endean 01202 200254
clairee@paragon.co.uk

Ad Production
Dave Osborne, Jo James
Clare Hayton, Ross Thornley

Online Editor
Stuart Wynne
ssw@paragon.co.uk

Senior Production Manager
Jane Hawkins

Systems Manager
Alan Russell

Bureau Manager
Chris Rees

Scanning
Liam O'Hara

Marketing Manager
Monica Casal-Guerra

International Licencing
Catherine Blackman
Tel: **+44 (0)1202 200205**
Fax: **+44 (0)1202 200235**
cathb@paragon.co.uk

Editorial Director
Damian Butt
gecko@paragon.co.uk

Art Director
Mark Kendrick

Finance Director
Trevor Bedford

Managing Director
Mark Simpson

Consultants
Di Bedford
Richard Monteiro

The makers of Total Games Guide to Game Boy Color also produce:
Play, 64 Magazine, 64 Solutions, PowerStation, Internet Access Made Easy, Practical Internet, Windows Made Easy and more soon!

Printed by: **Garnett Dickinson, Rotherham**

Distributed by Seymour International, 1st Floor, 86 Newman Street, London, W1P 3LD.
Tel: 0181 679 1899

Special thanks to: **Rare, THE Games, Midway, Infogrames, GadgetZone, Acclaim and The Video Game Centre.**

ALL THE NEWS, VIEWS, FACTS AND GOSSIP WE COULD FIND ON THE GAME BOY COLOR!

NEWS FROM THE WORLD OF GAME BOY COLOR









The masters of code come to Game Boy!

The Game Boy and Game Boy Color run on the same Z80 processor as the old ZX Spectrum computer with simplistic graphics and a limited colour palette. Strange then that a company that thrived on cheap and cheerful games back in the 8-bit home computer days should be so absent on Game Boy. That is until now!

Codemasters have just done a deal with THQ to bring some of their best known titles to Game Boy Color later on this year. This deal will kick off with *Micro Machines Twin Turbo* in July, a game that combines the playability of the first two *Micro Machines* games into one pack for the small screen. In case you don't already know, Micro Machines are tiny vehicles that you can collect. The game features mini-tanks, F1 cars, speed boats and buggies racing over giant courses like the kitchen table, back garden, bath tub and snooker hall. These oversized courses combined with the manoeuvrability of the machines make *Micro Machines* a brilliant and fun game.

Due for release in September is a conversion of the PlayStation hit *TOCA Touring Cars*. The game on the 32-bit console is a hi-res driving extravaganza with some fantastic graphics and challenging gameplay. What THQ will make of the Game Boy Color version is anyone's guess at the moment. We wait it with baited breath!



GAME BOY COLOR

7.6 MILLION GAME BOY COLORS AND RISING!

It's a videogame phenomenon! The plucky little Game Boy continues to sell well, more than ten years after it was first unveiled to the gamesplaying public back in 1989. If you compare Nintendo's sales for Spring 1998 to their sales this year, the Game Boy popularity has increased by 250%! This is largely to do with the launch of our very own favourite, Game Boy Color, and the Pokémon craze has helped to push the figures even higher. Peter Main, Nintendo's executive vice president of sales and marketing commented, "Game Boy is the most successful videogame system in history and currently dominates 99% of the hand-held market with more than 70 million systems in people's hands around the world. Worldwide we have shipped more than 7.6 million Game Boy Color units since its release."

So you can now hold your head up high and declare to the world that you own the world's most successful videogame console!

Better than a Pokémon in the eye!

The Pokémon craze continues to rampage across the world with Nintendo declaring at the recent E3 computer show in LA that it is undoubtedly a 'Pokémon Planet'! These strange little games starring crazy Japanese characters have really taken off in a big way and Nintendo have a bunch of new products just around the corner. The most innovative of these is an actual Nintendo virtual pet. Called the *Pokémon Pikachu* it's a tiny little console with a little creature living on the screen similar to the virtual pets that were popular a couple of years ago. The little guy in Pikachu is in desperate need of attention. You can watch him take a shower, eat his lunch, catch a TV show and even go to bed, all the time earning yourself special Watt points which you can then feed to the little guy to make him your friend. Sounds marvellous, doesn't it?! The *Pokémon Pikachu* also comes equipped with an alarm clock to get you up in the morning and a mini slot machine game where you can bet to increase your Watt count. Watch out for these crazy machines in the shops soon.



On the game front we've still got *Pokémon Pinball* to look forward to, which we featured in



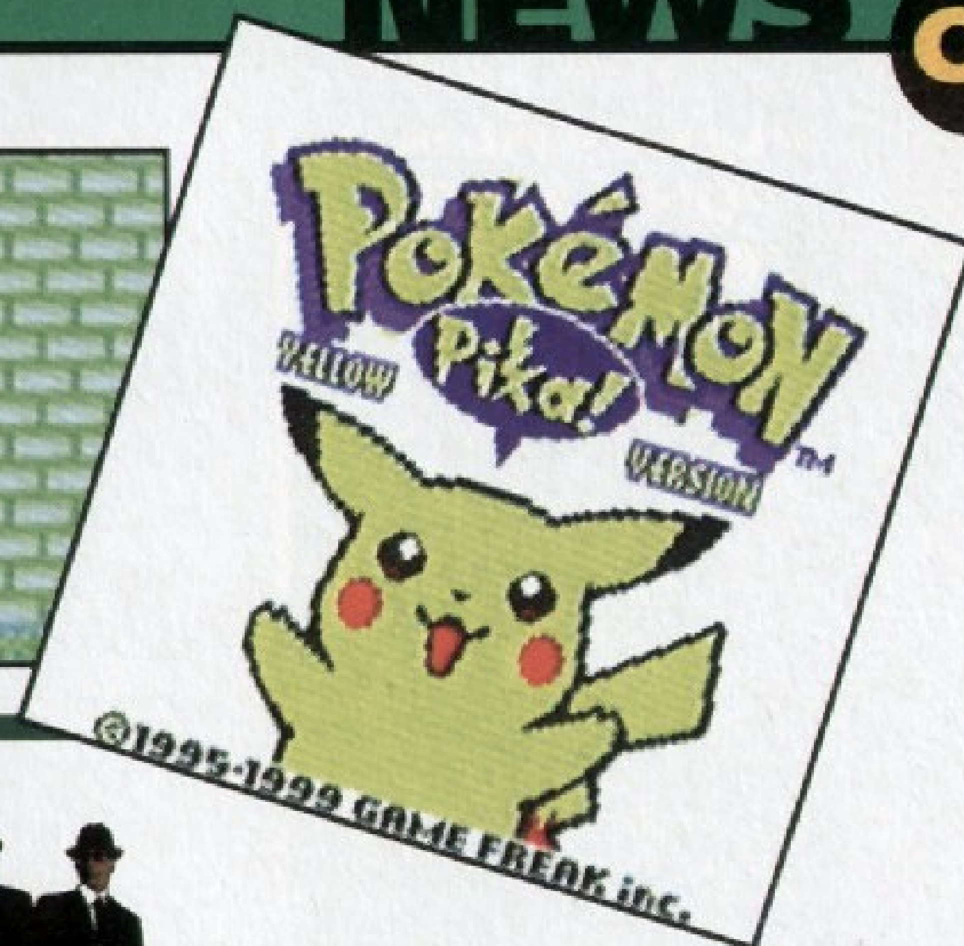




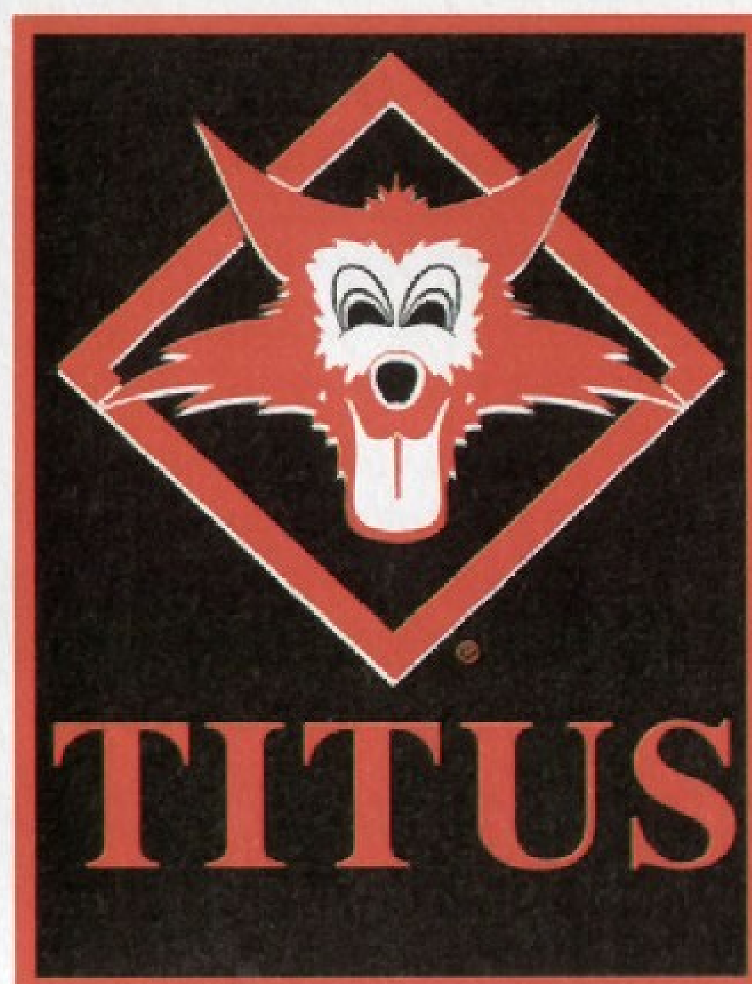
last issue's news. *Pokémon Snap* and *Pokémon Stadium* are coming to the Nintendo 64 and the all new *Pokémon Yellow* is about to hit Game Boy Color. This game is similar to the Red and Blue versions already available only this time Pikachu takes the centre stage. It even includes a special option where you can print out the Pokédex on a Game Boy printer. We can't wait!





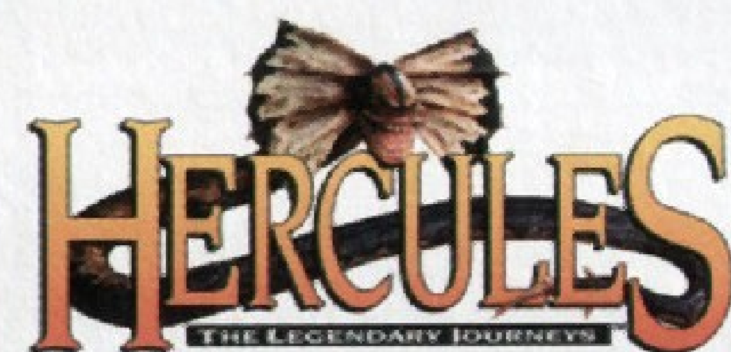


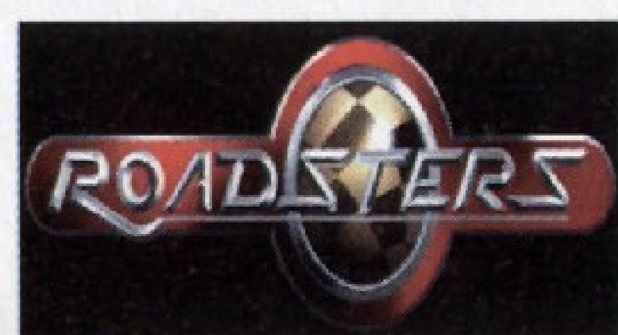
Titus hit with a quartet of games!



Foxes are amazing creatures that use stealth and cunning to catch their prey. It's no surprise then that the French company that uses Titus the fox as their logo uses stealth to achieve their goals. Titus has always been a quiet company, with many people not noticing the few games they release each year, but they've been making a lot of money and have recently bought a $35 million stake in Interplay!

Now they've got four hot Game Boy Color titles lined up for release this year, with some big name licences.



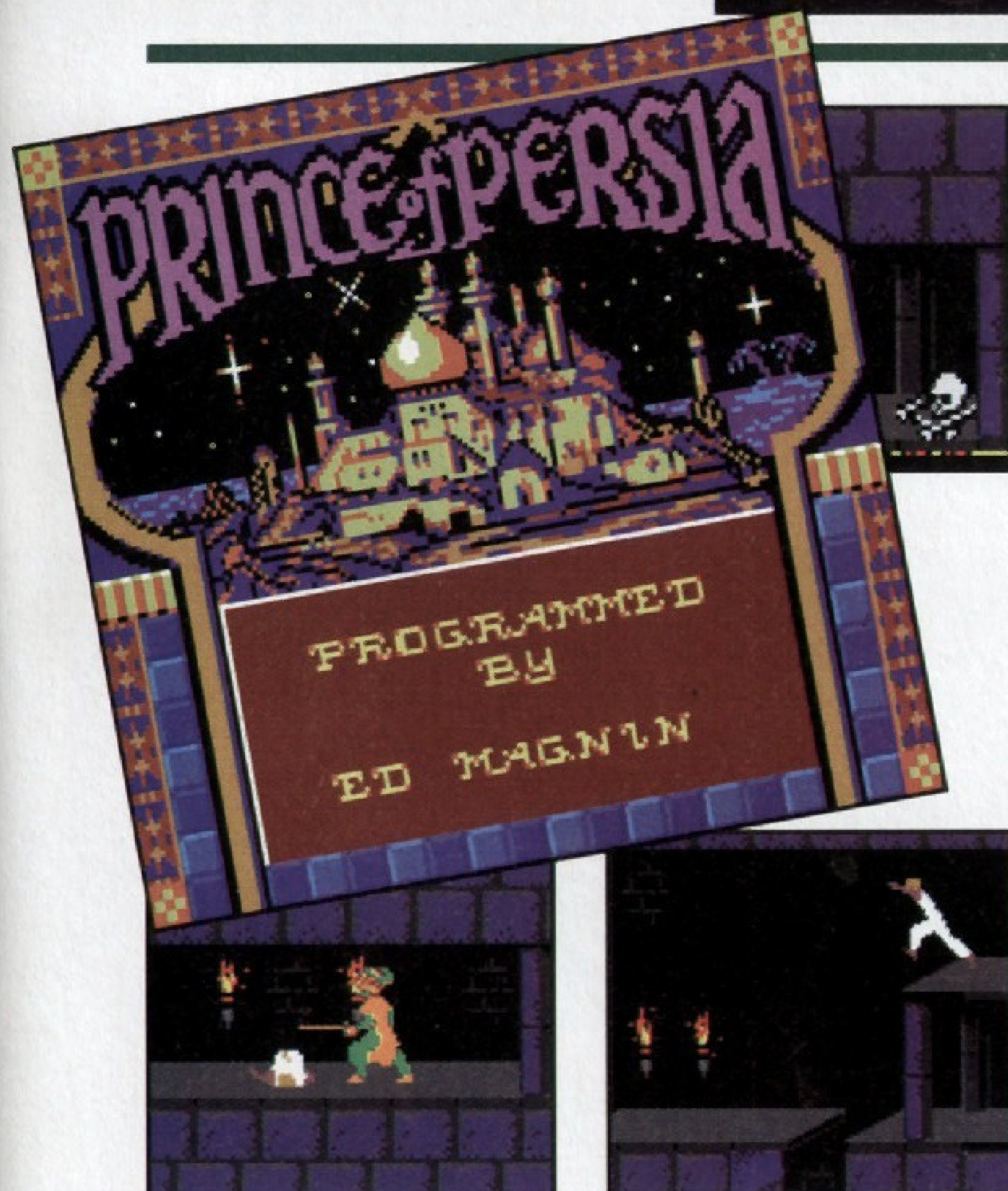


No screenshots are available on any of these games yet but we can tell you that *Blues Brothers 2000* will be a lively adventure game based on the movie, *Roadsters* is a racing title with some really slick graphics, *Hercules* is a wicked game where you get to play as either Hercules or Xena the warrior princess and finally there's *Superman* – the best of the bunch in our opinion.



Officially licensed from Warner Bros, *Superman* gives you control of the man of steel. You can use all his amazing powers: flying, heat vision, freezing breath, super-strength and x-ray vision in a game that takes you into the centre of a virtual reality Metropolis to rescue Lois Lane and Jimmy Olsen from Lex Luthor and Brainiac. This should be one hot Game Boy Color game, and it will be compatible with the original black and white Game Boy too!





Prince of Persia Celebrates its 10th Birthday

Platform classic, *Prince Of Persia*, celebrates its 10th birthday this year by returning in style on Nintendo's Game Boy Color.

Originally released in 1989, Jordan Mechner' s creation told the tale of the titular prince who must battle his way through the dangerous traps and pitfalls in a quest to defeat the evil Grand Vizier Jafar.

Prince Of Persia was in development for four years (that's about a year longer than *Legend Of Zelda: Ocarina Of Time*!), with the prince's movements being the result of motion-capture technology.

Prince Of Persia has sold a mighty impressive two million copies worldwide, and Nintendo is no doubt confident that it can add to that figure when it is released later this year on Game Boy Color. The game will also be compatible with all of the existing mono Game Boy models.

GAME BOY COLOR

DONALD DUCK GOES 3-D!

An exciting deal has been struck between Disney Interactive and Ubi Soft to produce a range of console games based on Disney's best known characters. This will start with a Game Boy Color game based on the adventures of Donald Duck, launching in Autumn 2000 – and the game is set to be in 3D! This will be the first time ever that Donald Duck has appeared in 3D, unless you count waddling around Disneyland Paris that is! This agreement shows how committed Ubi Soft are to producing quality Game Boy Color titles, and although the game is a long way off yet, it already sounds like it could be a real hit!



GODZILLA, THE COMPLETE LISTING OF UPCOMING GAME BOY GAMES AND A COMPO!



PLAY GAME BOY ON A MATE'S PLAYSTATION!

Yes it's true! You can now play your favourite mono Game Boy games on a PlayStation by using this handy little gadget called a *Super GB Booster* from the people at GadgetZone. It plugs into the expansion port on the back of the PlayStation, and your game plugs into the Super GB Booster – it's as simple as that. There are switches on the side to switch between PlayStation and Game Boy, and turn the thing on and off, and all the games control perfectly using the PlayStation joypad.

You can pick up a *Super GB Booster* for only £19.95 including VAT and post and packing by sending an order to **GadgetZone, PO Box 46, Lancaster, LA1 5FH** or phoning **01524 425777**. Alternatively why not try to win one! We've got ten Super GB Boosters to give away to the lucky readers who can answer this question...

Which top electronics company makes the PlayStation?

Answers on an interesting postcard to:
Give me a Boost Compo, Total Games Guide to Game Boy Color, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS.
Entries should be in by September 7 and the editor's decision is final!

Godzilla Tramples on Game Boy Color

The expansion plans of Crawfish Interactive continue with the announcement that it is working on a new title, based on the animated Godzilla TV series. Called *Godzilla: The Series*, Crawfish is developing the title for Crave Entertainment, and aims to have the pocket-sized cartridge on the shelves sometime during November.

"We chose Crawfish for many reasons," states Crave's Matthew Paul, "including its previous exemplary titles and experience. However, what clinched the deal were its game design ideas. They really understood the new cartoon show and characters and created an innovative game around that premise."

Crawfish has already established an impressive track record for its high-quality Game Boy Color conversions of such diverse titles as *Bust-A-Move 2* and *3*, as well as the forthcoming *Rainbow Six* and *Street Fighter Alpha*, previewed in this issue.

"We're very excited to be working on *Godzilla: The Series* with Crave and have been impressed with their enthusiasm for Game Boy Color," declared Crawfish MD Cameron Sheppard, "both Crawfish and Crave believe in designing and creating the best games possible for the handheld."

Giant Game Boy Color Listing for 1999!

All Star Baseball	Acclaim
All Star Baseball 2000	Acclaim
Dropzone	Acclaim
Maya the Bee	Acclaim
Test Drive 6	Accolade
Tarzan	Activision
Revelations	Atlus
Thousand Arms	Atlus
1942	Capcom
Ghosts'n Goblins	Capcom
Magical Tetris Challenge	Capcom
Resident Evil	Capcom
Street Fighter Alpha	Capcom
Babe and Friends	Crave Entertainment
Earthworm Jim: Menace 2	
The Galaxy	Crave Entertainment
Godzilla: The Series	Crave Entertainment
Croc 2	Fox Interactive
2000-1 Toons Odyssey	Infogrames
Asterix & Obelix	Infogrames
Carrot Crazy	Infogrames
Dungeon Warrior	Infogrames
Jet Pack Jack	Infogrames
Lucky Luke	Infogrames
Mission: Impossible	Infogrames
Supreme Snowboarding	Infogrames
The Smurfs Nightmare	Infogrames
Twouble	Infogrames
UEFA Striker	Infogrames
Worms Armageddon	Infogrames
Caesar's World of Gambling	Interplay
Daikatana	Kemco
Déjà Vu	Kemco
Azure Dreams	Konami
International Track & Field	Konami
ISS '99	Konami
Konami Rally	Konami
Major League Soccer	Konami
Motorcross Maniacs 2	Konami
NBA In the Zone	Konami
NBA In the Zone 2000	Konami
NHL Blades of Steel '99	Konami
NHL Blades of Steel 2000	Konami
Spawn	Konami
Survival Kids	Konami
Black Bass	Majesco
Barbie Ocean Discovery	Mattel
Arcade Hits: Spy Hunter & Moon Patrol	Midway
NBA Showtime	Midway
NFL Blitz 2000	Midway
Paperboy	Midway
720°	Midway
Klax	Midway
Arcade Hits: Defender & Joust	Midway
Ms Pac-Man: Special Color Edition	Namco
Pac-Man: Special Color Edition	Namco
Legend of the River King	Natsume
Lufia: Ruins Chaser	Natsume
Bionic Commando	Nintendo
Star Wars Racer	Nintendo/LucasArts
Mickey Racing	Nintendo
Mario Golf	Nintendo
Conker's Pocket Tales	Nintendo/Rare
Crystalis	Nintendo
Ken Griffey Jr's Slugfest	Nintendo
NBA 3 on 3 Challenge	Nintendo
R-Type DX	Nintendo
Super Mario Bros. Deluxe	Nintendo
Carmageddon	SCI
Live Wire	SCI
Bass Masters Classic	THQ
FIFA 2000	THQ
Logical	THQ
Madden NFL 2000	THQ
Micro Machines 1 & 2	THQ
Micro Machines V3	THQ
NBA Live 2000	THQ
NHL 2000	THQ
Rugrats: Time Machine	THQ
Tiger Woods PGA Tour 2000	THQ
TOCA Touring Cars	THQ
Toy Story 2	THQ
Yoda Stories	THQ
Blues Brothers 2000	Titus
Catwoman	Titus
Roadsters	Titus
Superman	Titus
All Star Tennis '99	Ubi Soft
Donald Duck	Ubi Soft
The New Adventures of Batman	Ubi Soft
Deadlock	Virgin
Holy Magic Century	Virgin

TOTAL GAMES GUIDE TO GAME BOY COLOR MEETS COLOR GAME BOY WORLD



LONGEVITY is a word that is virtually unheard of in videogames as many consoles go through a limited life cycle, dying off to make way for the next, next generation. Not the Game Boy. Nintendo's handheld has performed consistently well for the past decade. Game Boy Color has now ensured the continuation of this success and has prompted game developer Climax to assemble a dedicated team of programmers, producers, artists and musicians to create top quality Game Boy Color games – this is Color Game Boy World!

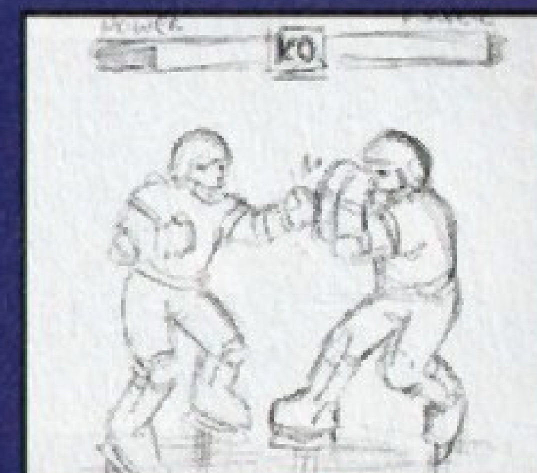
Nestling on the outskirts of Fareham inside the plush offices of Climax, Color Game Boy World has two key members: Scott Sanders and Steve Lamb. Scott is the lead producer and has worked on games for all the latest console systems. Steve has been around since the days of the ZX Spectrum where he created games like *Paperboy* and *Gyroscope*. This gives him a wealth of games knowledge and puts him in the perfect position to deliver mind blowing Game Boy Color games. The latest project for Color Game Boy World has been an ice hockey game for Konami called *NHL Blades of Steel '99*. We asked the team, along with Chris Eden, head of Climax PR, some pressing questions in an attempt to secure a world exclusive especially for you!





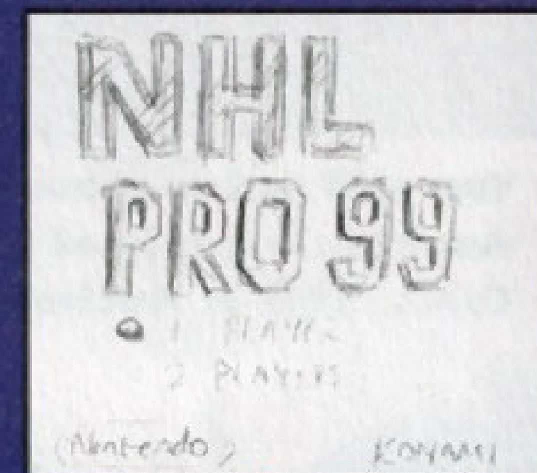
Interview

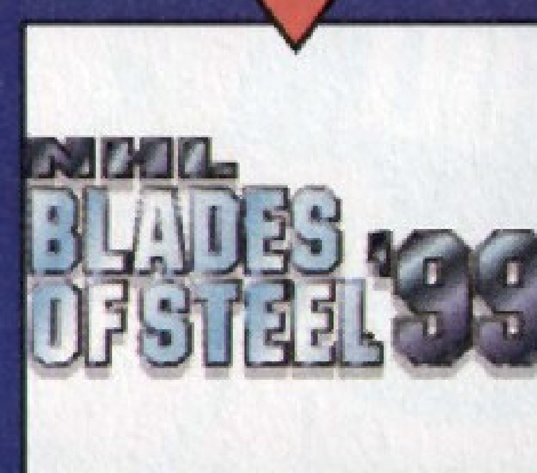
Q: How do you find developing games for Game Boy Color? How does it compare to other systems?
SL: It's an excellent little machine, and with the addition of colour and a faster CPU than the mono system means that games can be a lot faster and look great. The extra features really expand the depth and complexity of games that can be created. The Game Boy Color is unique, there really is nothing like it.
Q: Tell us a bit about Blades of Steel – the current game and the 2000 version planned.
SS: *Blades of Steel '99* is based on an old ice hockey game (called strangely enough *Blades of Steel*) that appeared on the original Game Boy way back at the start of the Nineties. When Konami acquired the NHL and NHLPA license, they got in contact with us to re-vamp the game, using the actual teams and players from the US National Hockey League, and National Hockey League Players Association. The design for the game was originally written on the back of a napkin over lunch and then faxed to us and from that we forged the great and wonderful game we have today.
SL: We're currently working on a sequel imaginatively titled *Blades of Steel 2000*, I want to call it 'Blades Y2K', but I don't think that's going to happen. For the sequel we're going to completely overhaul the game, improving the AI, updating the rosters, completely new graphics throughout. We're even re-mixing all the music, I wanted Blades 2000 to be the first Game Boy Color game to feature a Drum 'n' Bass and Jungle soundtracks but we were told the ice-hockey audience wouldn't go for it.
Q: What unique features have you incorporated into NHL Blades of Steel '99?
SS: *Blades of Steel* features a player create/player trade feature that allows the player to create their own players and build up their attributes through the NHL season. The user is also able to build up the statistics and attributes for the actual NHL players and trade them with their friends, using the infrared port.
SL: This is a feature we're really proud of, as *Blades of Steel* is one of the few games that makes use of the infrared port. There certainly were no other games out there that used it whilst we were developing the game. There was very little documentation as to how it all worked, so we figures it out ourselves.
SS: What started as a simple sports title that you just pick up, play and then forget about 'til you next need a hit has now also become a player/manager type game that is incredibly involving. You really want your team to feature the best players in the league and win the Stanley Cup.
Q. Do you think you've got everything you can out of the Game Boy Color technically? Where do you see the games going on the system?
CE: One of the great things about the Game Boy is that just when we think we've squeezed everything we can out of it, one of our programmers will come along with something even better. I think a lot can still be done though, particularly using the printer to print high-scores, game screens and great characters you've created.
Q. What are your favourite games of the moment?
ALL: *F-Zero X, Quake 3, Galaxians, Tempest, Pokémon, Final Fantasy* – anything that shows a lot of imagination really!





▲ The fighting sequences make Blades of Steel a joy to play!





▲ Even the title screen gets planned out on paper!

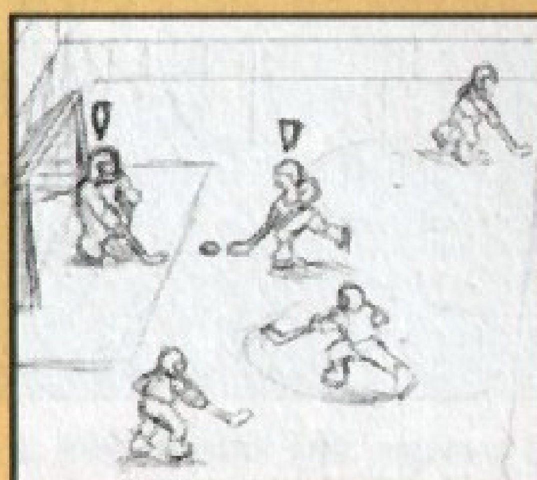
THE WORLD OF ICE HOCKEY CRAMMED INTO YOUR GAME BOY COLOR!

NHL BLADES OF STEEL '99

Ice Hockey fans rejoice because the ultimate game of the sport is here! Climax's Color Game Boy World have been working on *NHL Blades of Steel '99* for six months now and it's just about ready to be unveiled to the world. It's the sister game to the Nintendo 64 version created by Konami themselves, and uses the same NHL and NHLPA licenses to bring you official statistics of this fast paced game.

This game really has everything you could ever want. The thorough mode of play includes an exhibition game, NHL season, random season and playoffs. There's a create-a-player feature so you can customise your team as much as you like. You can also play a two-player head-to-head game via the link-up cable and swap data from one Game Boy Color to another using the infra-red transmitters. If you're a beginner you can first of all go to the practice arena where penalty shots and bare knuckle brawls can be fine tuned to make you the ultimate hockey player.

As an insight into the development process of a game like *NHL Blades of Steel '99* we managed to sneak some early production sketches out of Color Game Boy World HQ. Compare the sketches to the finished screenshots – I think you'll agree they are spot on!

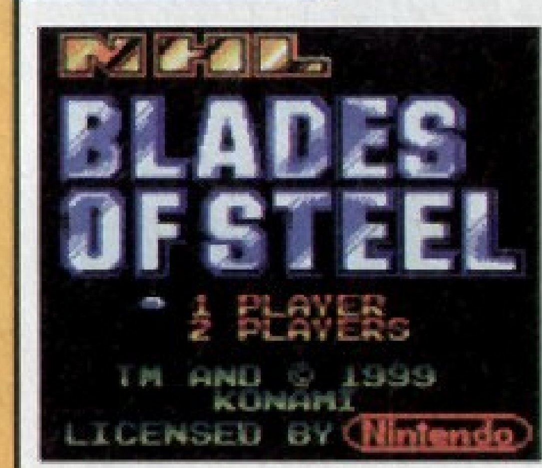








TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



NHL BLADES OF STEEL '99

PUBLISHER
Konami

DEVELOPER
Climax, Color Game Boy World

RELEASE DATE
Christmas

GENRE
Sports

THE NEW MASTERPIECE FROM RARE WILL SOON DRIVE YOU NUTTY!

CONKER'S PO



▲ You will get to travel around the world in a game of Conker's Pocket Tales. This is Ancient Greece!



▲ Walls, trees and fences often have signposts tacked to them. By standing in front of these, Conker can get clues to the next part of the adventure.



▲ Conker can do everything your average adventure game star can do – run, fire weapons, search for objects. He's an all-round hero!



WHO IS this Conker the squirrel anyway? Well if you've ever played *Diddy Kong Racing* on the Nintendo 64 then you will know full well who he is – he was one of the characters from Rare's wonderful world that you could select. He wasn't half bad at racing go-karts and hovercraft either if. The plucky squirrel is all set to get his own N64 adventure in *Twelve Tales: Conker 64*, and to go along with the game Rare have created a unique Game Boy Color adventure too – *Conker's Pocket Tales*.

By rights we should have been playing this excellent game last year as Rare had almost finished it, but then along came the Game Boy Color and they extended the production time so that they could take full advantage of the new colour capabilities. *Conker's Pocket Tales* still retains complete compatibility with the original Game Boy, Game Boy Pocket and Super Game Boy – so everyone is happy!

Twelve Tales is a 3D extravaganza of a game with large levels and cute characters, but with *Conker's Pocket Tales*, Rare have taken a slightly different approach. Instead of fobbing us off with just another platform game (let's face it, there are enough on the Game Boy already) they have taken the characters from the N64 game and put them into a role playing scenario. The nearest game you may have played to this is *Legend of Zelda: Link's Awakening* – Conker has a similar style with an overhead view of the action and large scrolling levels to explore.

Of course, being similar to Zelda is no bad thing – Zelda is the chosen favourite of many a Game Boy fan. But Rare have taken the idea further by including a wide range of inventive sub-games to keep you interested and packing every corner with secrets to discover. In fact they reckon that to play the game from start to finish would take 20 hours – and that's when you know what you're doing!

Objective? To Conker!

So what's the main objective in the game? You can read Rare's special storyline in the box on this page but the basic idea is to rescue Conker's girlfriend Berrie from the clutches of Evil the Acorn while finding Conker's stolen birthday presents. Evil gatecrashed Conker's birthday party by hiding in a cake and took all the presents – and Berrie too!

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



CONKER'S POCKET TALES

PRICE £29.99

PUBLISHER Nintendo

RELEASE DATE 2 July 1999

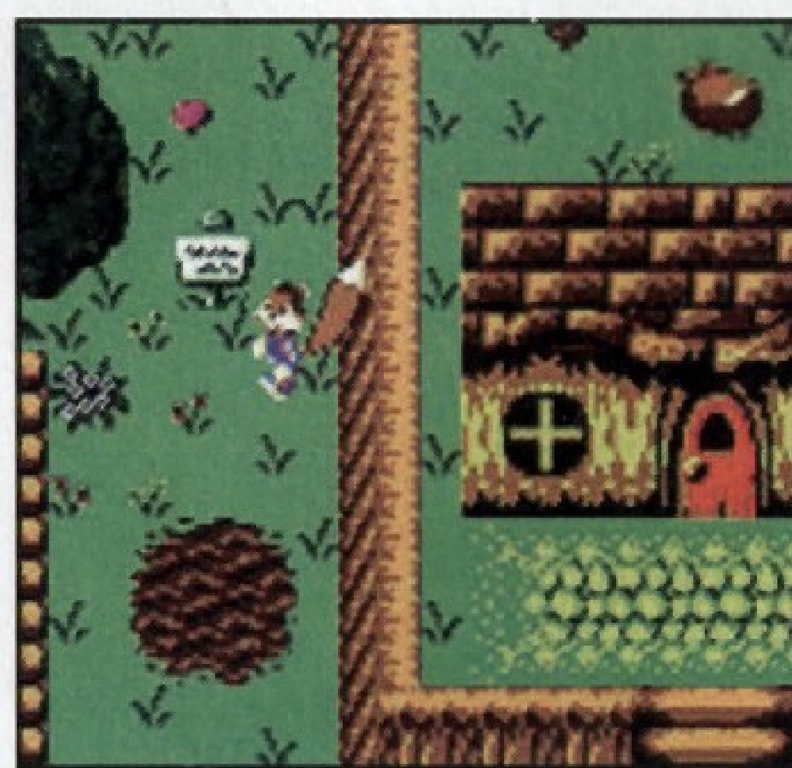
GENRE Adventure

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

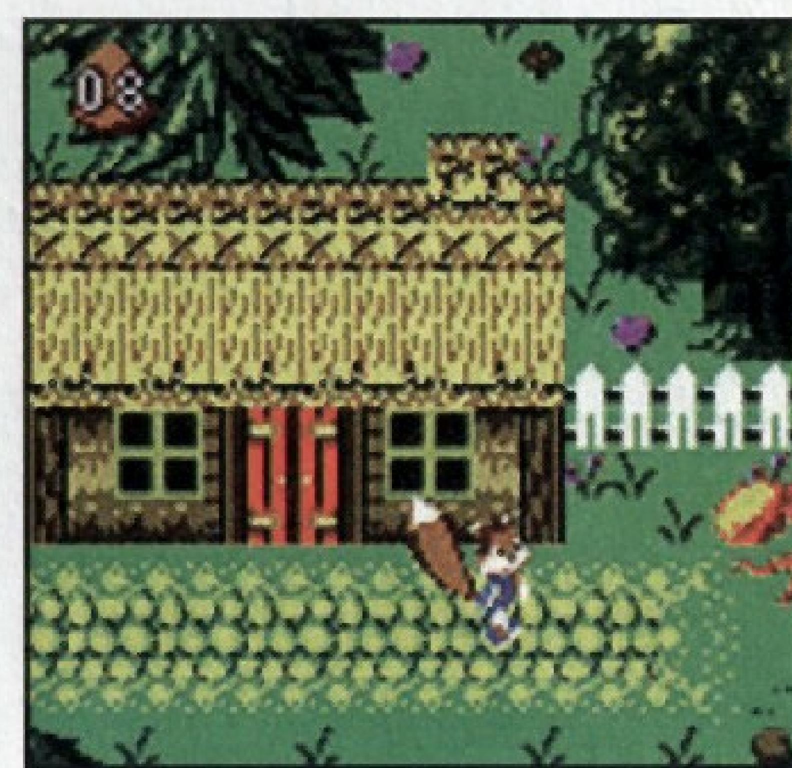
92%



▲ Ooo – a boat! I wonder if the little chap can climb inside and go for a ride?



▲ Okay, okay – so Conker's Pocket Tales looks a bit like Zelda... so who's complaining?



▲ These venus fly traps are a real pain – they will shoot Conker at the drop of a hat!

CKET TALES



▲ **Once inside a location many of the rooms hold puzzles for Conker to solve. Here, blocks must be moved into the correct position to open a door.**

The adventure will take Conker through all kinds of scenarios before he can get a kiss from his beloved squirrel girlfriend again. There's a woodland area with little timber houses, plenty of trees and dirt patches that Conker can burrow through to escape enclosed areas. The seafront has boats, huts and of course the sea to contend with. Then there's the Wild West with cacti, cow skulls and barren lands before reaching the Ancient Greek levels with elaborate mosaics and ugly statues – and that's just for starters! With so many diverse levels it's a good job there's a map you can scroll around and the game includes three battery back-up slots to save your adventures to.

STARS OF CONKER'S POCKET TALES...

The hero, and his damsel in distress!





Here they are... the two stars of *Conker's Pocket Tales.* Conker is a plucky little squirrel with plenty of get up and go. He first impressed us with his fast driving in *Diddy Kong Racing* on the N64, but he has now been promoted to star in his very own games. Berrie is his pretty girlfriend (well, pretty for a squirrel anyway) and in true videogame tradition she has gone and got herself squirrel-napped by Evil the Acorn. All she can do is sit tight and wait for Conker to come along and rescue her!

Story time with Rare

When Rare do something, they do it well. They have created a great storyline to go with *Conker's Pocket Tales,* so we thought we'd let them tell it their way...

Conker stared speechlessly at the mountain of presents that had appeared overnight in Berri's house.

"Surprise!" cheered his friends among the Acorn People of Willow Woods, jumping out from behind a curtain of balloons and bursting into laughter at the dazed expression on Conker's face.

"But... I..." he stammered, then gave up and let a wide grin spread across his face as Berri herself pushed to the front of the crowd and curtsied in front of him.

"All my own work," she smiled mischievously. "Happy birthday, Conker."

"Happy birthday!" his friends chorused.

Conker thanked them heartily, hopping from foot to foot as he eyed up the stash of presents.

"Ah, now just hold on a minute," said Berri, stepping between the squirrel and his birthday hoard. "There's something else you have to do first..."

She gave out a whistle, and through the open door came a trolley bearing the biggest birthday cake Conker had ever seen.

"Oh, wow!" he exclaimed as a couple of his friends wheeled it forward. "Berri, this is great!

But Berri was frowning. "Hang on," she said suspiciously, "this isn't the one I made..." And just as she finished the sentence, the fake cake burst open with a crash and a bulky figure sprang up from the wreckage, cackling as it landed amidst the presents and started gathering them up for itself.

It was Berri who was first to recover from the surprise. "Hey!" she squealed angrily. "What do you think you're - yikes!" Their uninvited guest, the most sinister-looking Acorn that Conker and his friends had ever seen, turned on Berri quick as a flash and grabbed her under one arm even as it turned to flee with its haul of goodies.

"Feisty, are we?" it sniggered as it vanished through the doorway. "We'll just see about that!"

"Conker!" came Berri's suddenly panicked voice.

"Berri!" Conker yelled back, snapping out of his astonishment and giving chase. But by the time he'd pushed through the stunned crowd and made it to the door, the Evil Acorn and his captive were nowhere to be seen...



BLACK & WHITE COMPATIBLE

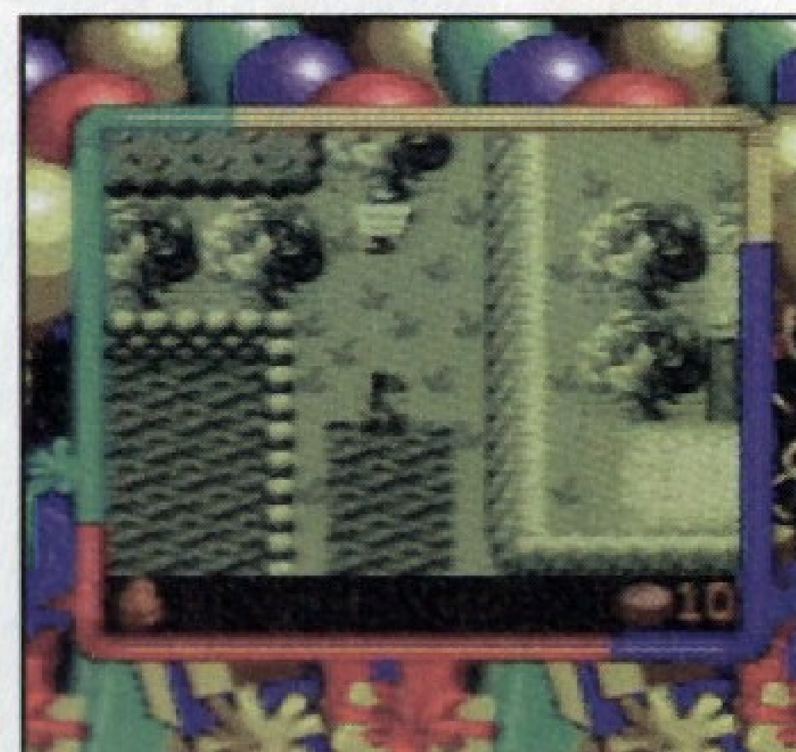




▲ Conker's Pocket Tales is enhanced for Game Boy Color but works perfectly well with the mono Game Boy, Super Game Boy and Pocket version!



▲ If you get lost on your adventure you can always call on the handy map to guide you in the right direction. They've thought of everything!



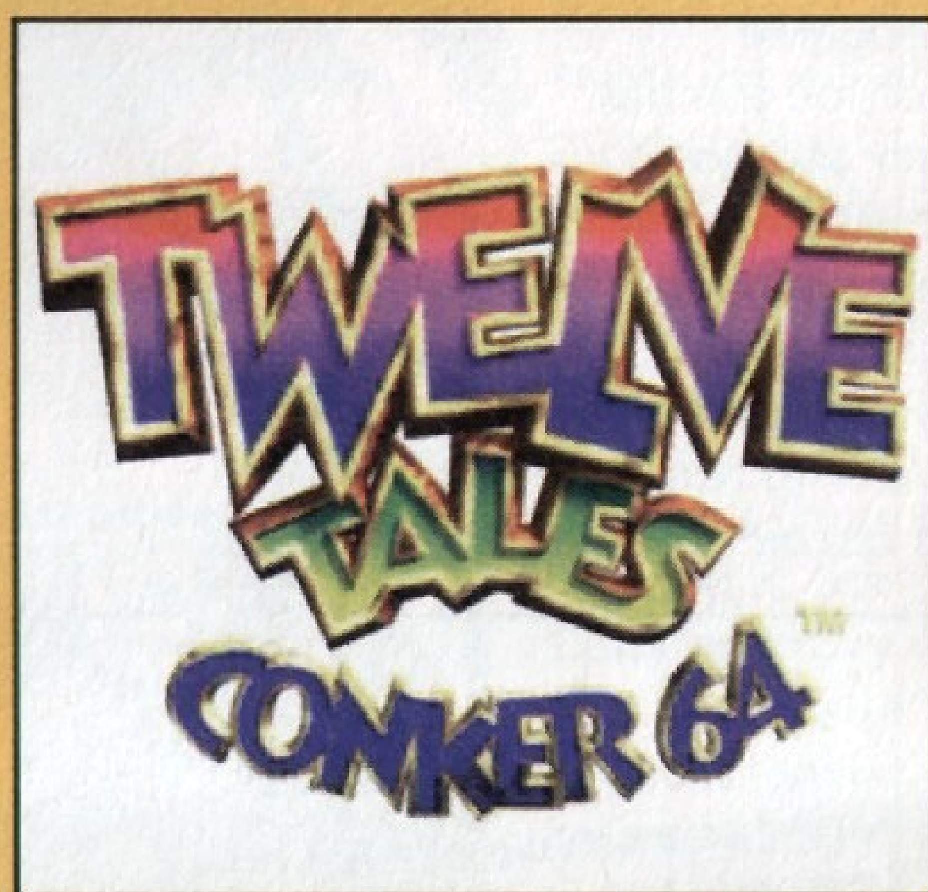
▲ The dirt patches around Conker's house act as tunnels between sections. Get the squirrel to dig and he'll reappear somewhere else!

It'll drive you nuts!

Visually *Conker's Pocket Tales* is about as good as a Game Boy Color game can get. The sprites are small but minutely detailed and the scenery is very reminiscent of Zelda, but that's fine – it gives the game that Nintendo/Rare quality feel. The whole game isn't played from just the overhead perspective either – one of the sub-games has Conker inside a house, his back to us, battling it out with another dastardly character on the far wall. These sub-games are great fun to play too – and make a welcome break from the constant exploring.

A LITTLE SQUIRREL GOES A VERY LONG WAY...

TWELVE TALES: CONKER 64



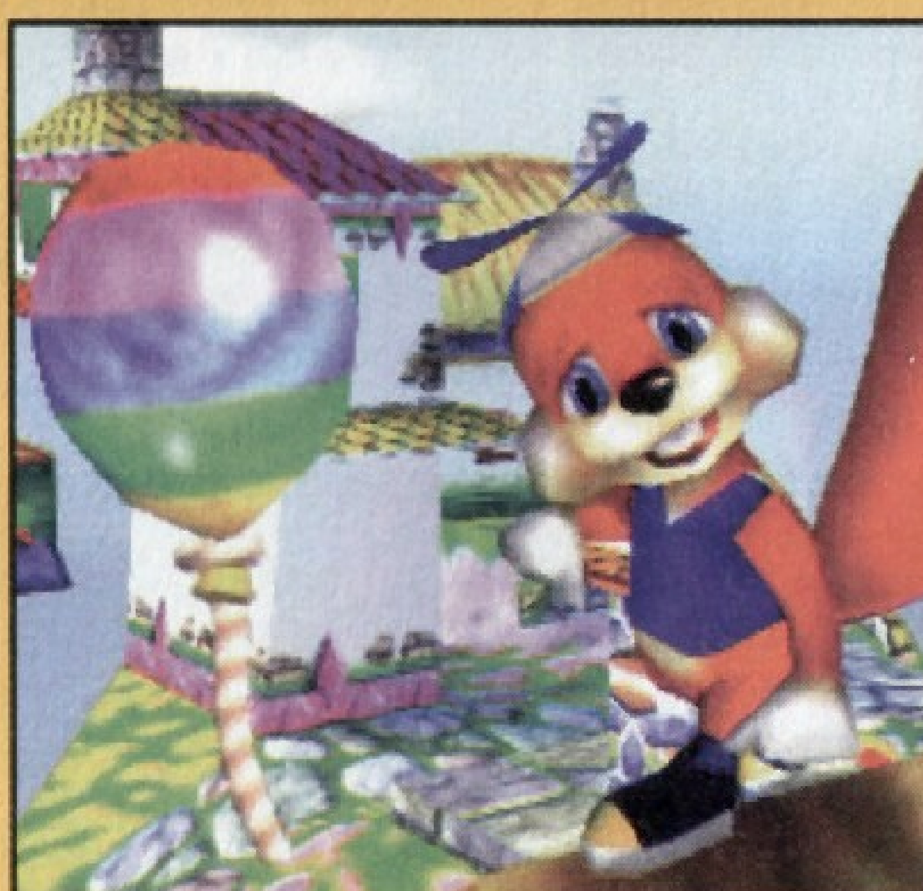
▲ Conker's Pocket Tales is a spin-off game from the N64 Twelve Tales. Doesn't it look fantastic?







▲ As the game unfolds Conker gets to wear all kinds of hats. The little squirrel puts Mario to shame!





Conker's big brother!

Conker's Pocket Tales is a spin-off game from Rare's new N64 adventure *Twelve Tales: Conker 64.* In this game you can play as either Conker or Berrie and Rare are marketing the game as more than just another *Banjo-Kazooie* or *Mario.* They like to think of it as an interactive cartoon where Conker and Berrie actually have emotions that show on their faces rather than the gormless expressions we



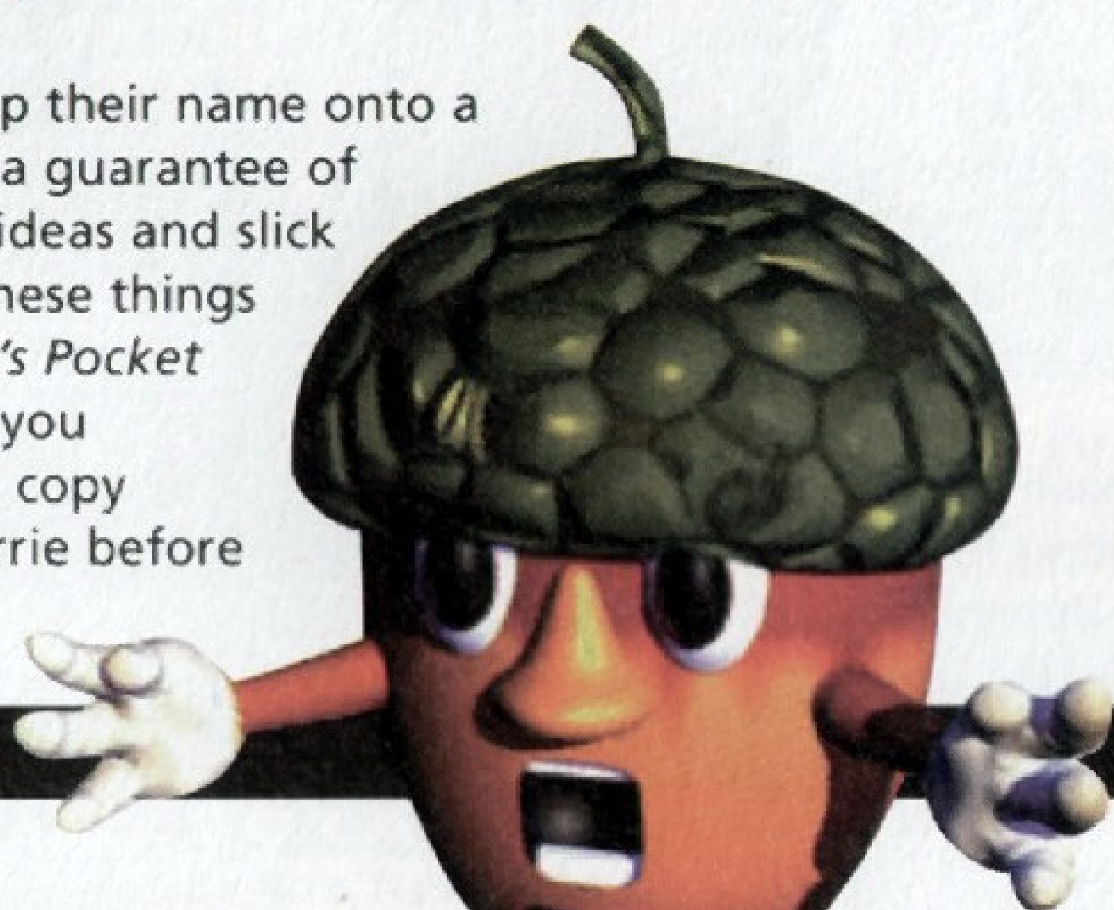


▲ A double press in any direction will make Conker run – handy for avoiding nasty plants.



▲ The sub-games are what really makes Conker come to life – they're great fun!

When Rare stamp their name onto a product it really is a guarantee of good value, great ideas and slick presentation. All these things are true of *Conker's Pocket Tales*. So what are you waiting for – get a copy today and save Berrie before it's too late!







expected from Banjo. There are some beautiful scenes in the game, with Rare pushing the Nintendo 64 to its limits of graphical excellence. Just take a look at these few screenshots... breathtaking!

THE DUKE IS BACK AND HE'S IN 2D!



DUKE NUKEM









THE NAME Duke Nukem is a well-known one within video game circles. 'The Duke' – as he is affectionately known – has starred in numerous games across various formats and is probably best known for his dry wit and rather unique way with women.

All the previous Duke Nukem games have been in 3D though which is why this latest outing for the Duke is a little different – he's lost a dimension. The story for the Game Boy Color version of Duke Nukem is one which will be familiar to anyone who's been into videogames for a while. Aliens have decided to invade the Earth (as usual) and this time they made the rather foolish mistake of messing with Duke Nukem while they were at it.

The game starts with what could almost be described as a Game Boy Color FMV intro in which we see the Duke doing his second most favourite thing (the first being blasting bad guys while rescuing beautiful women) as he gets to talk about himself on National TV. Unfortunately before he can do more than say 'hello' our hero is beamed up by the afore-mentioned aliens and taken to their mothership, which is where you come in. It's up to Duke Nukem to save the world and he's gonna need your help!



▲ The Game Boy version of Duke Nukem may be in 2D, but it has retained the great humour of the original.



▲ The levels are packed with familar sights from the world of Duke Nukem – and all can be blasted!

Guns 'n' ammo!

The gameplay is fairly simple. Duke starts off with a gun and not much else and he needs to explore the various levels, finding keys and passcards and offing aliens as he struggles to make it back to Earth. Along the way more powerful weapons can be collected but they all have limited ammo so they need to be used sparingly.

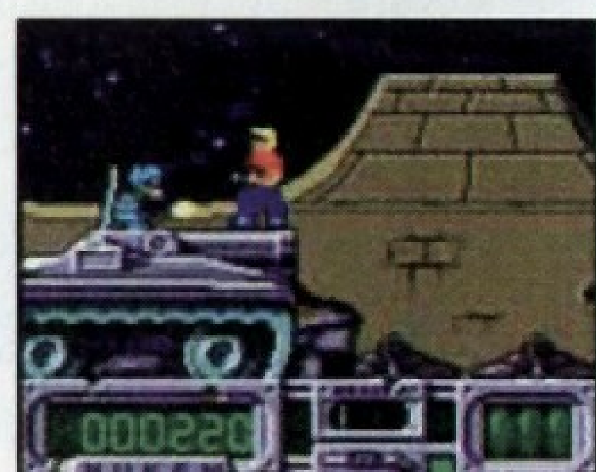
And basically that's about it. With each new level conquered come different enemies and the odd new gimmick – such as the huge belt-fed machine gun which is fixed to a platform on the roof of the alien ship and which Duke can take control of for some serious alien-bashing. Aside from that it's pretty much business as usual as Duke jumps and blasts his way through the alien hordes.

Graphically Duke Nukem has translated well to the Game Boy Color, managing to retain a lot of the atmosphere of the previous 3D games even though it's in 2D. This game isn't exactly going to mentally tax you – the exploration element remaining fairly limited throughout – but that's not the point of it. A lot of the humour of the previous Duke games has been kept and although sadly the sound samples haven't made it onto the Game Boy Color the Duke's wise-cracks and catch phrases still crop up in the on-screen text to let you know how he's feeling.

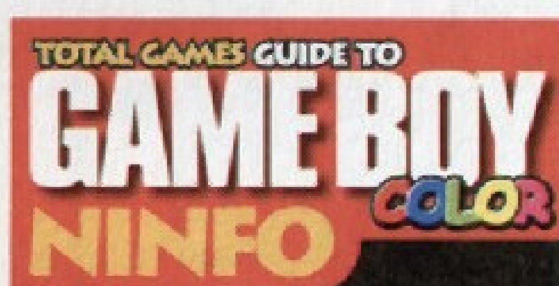
There are a lot of platform games available on Nintendo's handheld and a fair few have already arrived in colour, so Duke Nukem has its work cut out if it wants to get ahead in the market. However, the crisp graphics, responsive controls and addictive gameplay make this a game that every platform fan with a Game Boy must own. Try it, or we'll send the Duke round!



▲ Platform games are ten-a-penny on the Game Boy but GT Interactive have managed to make this one stand out.



▲ Instead of the sampled speech of the original, Duke has speech bubbles to deliver his witty one-liners.





DUKE NUKEM

PRICE	£24.99
PUBLISHER	GT Interactive
RELEASE DATE	August
GENRE	Platform



90%

FAST DELIVERY SERVICE

USUALLY WITHIN 3 WORKING DAYS

POSTAGE FREE FOR UK

OPTIONAL RECORDED DELIVERY £1 PER ITEM

Tel:01993 844885

FAX: 01993 840750

websites: ukcomputergames.com excitementdirect.com

GAME BOY COLOR

£58.99

"SAVE £11.00"

Available in various colours: Berry Red, Yellow, Kiwi Green, Turquoise, Clear, Clear Purple & Purple.

EXCITEMENT X DIRECT

THE NINTENDO SPECIALISTS

SPECIAL OFFERS!

GAMEBOY POCKET (In Red, Blue, Black, Green, Clear, Yellow or Pink) & Zelda Game .... £45.99 save £14.00

GAMEBOY POCKET CAMERA - Works on Gameboy Pocket and Original Gameboy (available in Blue, Red and Yellow) .... £36.99 £2 OFF if you purchase the printer & the camera at the same time.

CLEAR GAMEBOY POCKET & Alleyway, F1 Race & Slip Case .... £43.99 save £30.00

YELLOW GAMEBOY POCKET & Super Marioland 1 & .... £51.99 save £28.00

SOUTHPARK VOCALISERS These speak the words you'd like to in the voices of Kyle & Cartman. **WARNING:** Adult Language £9.99

12" Plush Talking Figures ONLY - £19.99 (Mario, Donkey Kong, Yoshi & Bowser)

"It's-a me Mario!"

OFFICIALLY LICENSED NINTENDO BEANBAG COLLECTABLES

Available: Mario, Yoshi (4 Colours), Donkey Kong, Bowser, Wario, DiddyKong, Luigi, Toad, Banjo Kazooie & Mumbo Jumbo. £7.99 Buy 3 get Mumbo Jumbo Free

"Buy all four Yoshis for £28.00"

Soft Character Beanie Babies - £3.99

Talking Beanies - £9.99

(Buy Yoshi & Bowser and get Donkey Kong FREE)

12" Plush Talking Characters - £19.99

GAMEBOY GAMES & ACCESSORIES

GET £4 OFF If You Order A US Game Before The Release Date...

COLOR GAMEBOY GAMES
Full Colour Games

720 SKATEBOARDING	£21.99
ALLSTAR BASEBALL '2000	£22.99
BATTLESHIPS	£21.99
BEAVIS AND BUTTHEAD	£21.99
BUGS BUNNY 3	£18.99
BUGS & LOLA	£18.99
BUST A MOVE 4	£21.99
CARROT CRAZY	£21.99
CENTIPEDE	£21.99
COLOR TETRIS	£21.99
COOLHAND	£18.99
DEFENDER & JOUST	£21.99
DUKE NUKEM	£21.99
DROP ZONE	£18.99
F1 GRAND PRIX	£21.99
FROGGER	£21.99
GAME & WATCH GALLERY 2	£21.99
GEX	£21.99
GODZILLA	£21.99
HARVEST MOON	£18.99
HOLY MAGIC CENTURY	£21.99
HOLLYWOOD PINBALL	£21.99
INT. SUPER STAR SOCCER 99	£21.99
KLUSTER	£21.99
LEGEND OF RIVER KING	£21.99
LOGICAL	£19.99
LOONY TOONS	£21.99
LUCKY LUKE	£21.99
MAYA THE BEE	£21.99
MEN IN BLACK	£19.99
MISSLE COMMAND	£21.99
MONTEZUMA'S RETURN	£19.99
MORTAL KOMBAT 4	£21.99
MULAN (DISNEYS)	£21.99
MYSTICAL NINJA	£21.99
NBA JAM 99	£21.99
NBA IN THE ZONE	£21.99
NFL BLITZ	£21.99
NFL BLADES OF STEEL 99	£21.99
PACMAN	£21.99
PINBALL	£21.99
PITFALL	£21.99
POCKET BOMBERMAN	£18.99
POCKET TALES CONKER	£22.99
POKEMON PINBALL	£24.99
POWER QUEST	£21.99
PRINCE OF PERSIA	£21.99
QUEST FANTASY CHALLENGE	£19.99
QUEST FOR CAMELOT	£21.99
RAMPAGE WORLD TOUR	£18.99
RESERVOIR RAT	£18.99
R-TYPE DX	£21.99
RUGRATS	£21.99
SAN FRANCISCO RUSH	£21.99
SHADOWGATE	£18.99
SHANGHAI POCKET	£18.99
SILICON VALLEY	£21.99
SMURFS NIGHTMARE	£22.99
STARWARS	£22.99
STREET FIGHTER	£21.99
SUPER MARIO BROTHERS DEL.	£22.99
TARZAN	£21.99
THREE LIONS	£21.99
TOM & JERRY	£21.99
TOP G. RALLY (Inc. Rumble Pak)	£22.99
TWEETY & SYLVESTER	£18.99
TWOUBLE	£21.99
TUROK 2	£22.99
VIGILANTEE 8 (Inc. Rumble Pak)	£22.99
V RALLY	£21.99
WARIOLAND 2	£21.99
WWF ATTITUDE	£21.99
YODES STORY	£18.99
ZELDA	£22.99

GAMEBOY GAMES
Most will run 4 colour on a Color Gameboy

ALLEYWAY	£7.99
BATMAN	£15.99
CASPER	£15.99
DARKWING DUCK	£17.99
DEFENDER/JOUST	£5.99
DENNIS THE MENACE	£17.99
DESERT STRIKE	£16.99
DONKEY KONG	£18.99
DONKEY KONG LAND	£16.99
DONKEY KONG LAND 3	£21.99
DR MARIO	£9.99
EMPIRE STRIKES BACK	£17.99
F1 RACE	£12.99
FINAL FANTASY LEGEND	£18.99
FINAL FANTASY LEGEND 2	£18.99
FINAL FANTASY LEGEND 3	£18.99
F. FANTASY LEGEND ADVENT	£18.99
GAMEBOY GALLERY	£9.99
GAME & WATCH GALLERY	£12.99
GHOSTBUSTERS 2	£17.99
GOAL	£16.99
GO GO TANK	£18.99
GOLF	£9.99
JAMES BOND 007	£18.99
JURASSIC PARK 2	£17.99
KIRBY'S DREAMLAND	£16.99
LEMMINGS	£18.99
LION KING	£18.99
MARIO & YOSHI	£9.99
MARIO PICROSS	£10.99
MORTAL KOMBAT	£14.99
MORTAL KOMBAT 2	£14.99
MR NUTZ	£14.99
MOLEMANIA	£9.99
MONOPOLY	£17.99
ODDWORLD ABES ODDYSSE	£17.99
POCKET BOMBERMAN	£12.99
POCAHONTAS	£18.99
POKEMON (Blue or Red)	£24.99
SMALL SOLDIERS	£18.99
SOCCER	£11.99
SPIDERMAN	£16.99
STAR TREK NEXT GEN	£16.99
STAR WARS	£12.99
STREET FIGHTER 2	£12.99
SUPERMAN	£16.99
SUPER MARIOLAND 1	£18.99
SUPER MARIOLAND 2	£18.99
TAMAGOTCHI	£16.99
TAZMANIA	£15.99
TETRIS	£11.99
TETRIS PLUS	£17.99
TOP RANKING TENNIS	£9.99
WARIOLAND	£9.99
WARIOLAND 2	£11.99
WORLD CUP 98	£12.99
WWF WARZONE	£15.99
ZELDA	£11.99

GAMEBOY ACCESSORIES - *Order a Battery Pack & Power Supply Unit total £17.98 and recieve a FREE Magnifier (worth £9.99)*

GAMEBOY POCKET PRINTER	£46.99
BATTERY PACK (GB,GBP,CGBP)	£8.99
DELUXE CARRY CASE (GBP,CGBP)	£14.99
LINK LEADS (GB,GBP,CGBP)	£8.99
MAGNIFIER (GB,GBP,CGBP)	£9.99
POWER SUP. UNIT (GB,GBP,CGBP)	£8.99
SLIP LEATHER CASE (GB,CGBP)	£9.99
SUPER GAMEBOY & GUIDE	£19.99
TRAVEL BAG (GB,GBP,CGBP)	£7.99

N64 GAMES

NINTENDO 64 CONSOLE	£67.99
F1 WORLD GRAND PRIX	£24.99
FIFA 99	£33.99
F ZERO	£27.99
GOLDENEYE & FREE CASE	£35.99
MARIO	£27.99
MARIO KART	£24.99
STAR WARS:RACER	£40.99
WWF ATTITUDE	£41.99
ZELDA	£41.99

PLAYSTATION GAMES

GRAND THEFT AUTO - LONDON	£16.99
KENSEI SACRED FIST	£29.99
INT. S'STAR SOCCER 98	£23.99
LEGACY OF KAIN - SOUL REAVER	£33.99
FIFA 99	£32.99
METAL GEAR SOLID	£29.99
QUAKE II	£32.99
RIDGE RACER - TYPE 4	£32.99
TOMB RAIDER 2	£16.99

ORDER YOUR DREAMCAST NOW PLEASE CALL FOR DETAILS

ACTION FIGURES

DUKE NUKEM "Buy all five for ONLY £44.95 Save £7.00" Also Available: Battlelord £9.99, Octabrain £9.99 & Pig Cop £9.99. Nightstrike Duke £11.99. Duke Nukem £9.99

Link Keyring £4.99

STAR WARS EPISODE 1 Action Figures from £9.99

TOMB RAIDER 9" Lara Wet Suit £19.99

ZELDA Single Large Figures Link or Gannon - £9.99. Pack of three (Zelda, Link & Gannon) £14.99

Quake II "Buy all four for ONLY £33.96 Save £11.00" Female Jungle Marine £9.99. Also Available: Iron Maiden £11.99 & Tank £14.99. Male Major £9.99

TEKKEN 3 SERIES 2 Yoshumitsu, True Ogre, Heihachi Mishima & Devel. FROM £9.99 Set of 4 only £39.95

RESIDENT EVIL II Series Three Two Figure Sets from £9.99

TUROK II "Buy all four for ONLY £26.96 Save £9.00" Also Available: Joshua Fireseed £9.99, Primagen £9.99, & Adon £11.99. Turok Dinosaur Hunter Display £11.99

METAL GEAR SOLID FROM £9.99 SET OF EIGHT ONLY £66.90. BUY MERYL FOR JUST £3.99 IF PURCHASED AT THE SAME TIME AS ANY OTHER METAL GEAR SOLID FIGURE. LIMITED EDITION STEALTH FIGURES AVAILABLE

CRASH BANDICOOT FROM £9.99

MARIO Kart Figures from £9.99

POKÉMON

POKÉMAN (RED) £24.99

POKÉMAN (BLUE) £24.99

PIKATCHU MERCHANDISE CALL

GAMEBOY OR MARIO OR YOSHI WATCH £7.99

GAMEBOY OR YOSHI OR MARIO OR DONKEY KONG KEYRINGS £3.99

9am-9pm Monday, 9am-8pm Tuesday-Friday, 10am-6.30pm Saturday, 10.30pm - 4pm Sunday & Bank Holiday

Money Back Guarantee - If you are not delighted with your purchase for any reason you may return it to us within 3 days of receipt and we will happily exchange it for you or send you a refund. Simply ring for authorisation and return it to us by recorded delivery. We will make a small handling charge of 10% (minimum £5) of the purchase price and we would ask that you return the item in perfect condition.

NAME: .... ADDRESS ....

....

....

POSTCODE: .... TEL: ....

CARDHOLDERS SIGNATURE: ....

(THE CREDIT CARD GIVEN MUST BE REGISTERED IN YOUR NAME AT THE DELIVERY ADDRESS)

IF YOU ARE PURCHASING A GAME WITH AN **18 CERTIFICATE** PLEASE SIGN BELOW TO CONFIRM YOU ARE **OVER 18 YEARS OLD**

I CONFIRM I AM OVER 18 YEARS OLD ....

ITEM	PRICE
	£
	£
	£
	£
	£
P&P	£
TOTAL	£

Postage is free for all orders shipped within the U.K. Optional recorded delivery £1 per item Optional NEXT DAY DELIVERY available. £5.00 for 1st item plus £1.00 for each subsequent item. Overseas postage £3.50 per software item

CASH ☐ CHEQUE (IMMEDIATE CHEQUE CLEARANCE) ☐ POSTAL ORDER ☐ CARD ☐

CARD NUMBER ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐☐☐ ISSUE NO: ☐☐

PLEASE KEEP COUNTERFOILS IF SENDING POSTAL ORDERS. ONLY SEND CASH IN A RECORDED/REGISTERED ENVELOPE. CHEQUES PAYABLE TO: **EXCITEMENT DIRECT**, 1ST FLOOR, STREATFIELD HOUSE, ALVESCOT ROAD, CARTERTON, OXON, OX18 3XZ

Inevitably some items may not yet be available. Please phone to check availability.

Prices correct at time of going to press.E & OE.

EXCITEMENT DIRECT LIMITED **Ref:** TOTAL GAMES:GAMEBOY

THE WORLD HAS ENTERED A DARK TIME. THERE'S ONLY ONE THING TO DO... ADVENTURE!











SHADOWGATE CLASSIC

REMEMBER those early adventure games calling themselves RPGs? A static screen would present a couple of options, either open the creaky wooden door to your left, or open the creaky wooden door to your right. Choosing which one to open was a monumental decision but as soon as you picked the door you'd be informed that, 'Sorry, a gigantic dragon was lurking behind the door and you died.' Infuriating weren't they? Constantly hitting obscure dead ends, having to go back to the beginning and starting again. Well, *Shadowgate Classic* is arriving soon from what seems like the depths of time and it is the epitome of crappy RPGs.

To cut a contrived Sword 'n' Sorcery story short, an evil warlock has holed himself up in a mysterious trap laden castle, and you being the meat-head warrior you are you decide to traipse on in and thwart his evil, world conquering plans. From the very beginning the Game Boy's colour palette is put to good use, ensuring that water is blue, fire red... you know, all the usual colours. It's just a shame that these well coloured individual screens are animated like a corpses' convention. Occasionally the Game Boy will be required to pepper a few frames of animation in for good measure but the dull, point and click repertoire beggars belief.

Static Sorcery

Injecting some atmosphere is the spooky music tinkling throughout, but even that doesn't raise enough interest to hook you. If you are hoping that to compensate for the graveyard of action

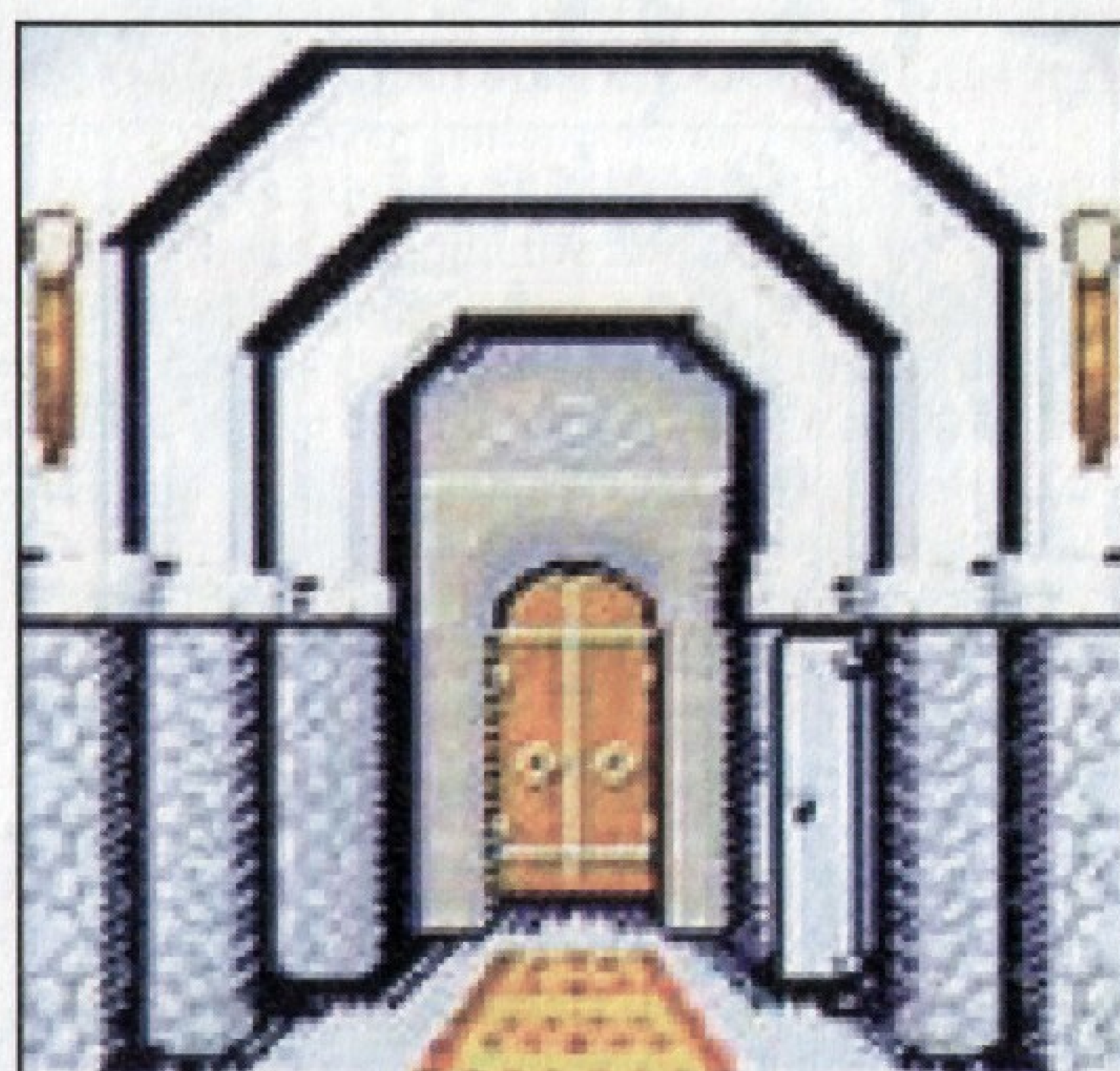
TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

SHADOWGATE CLASSIC

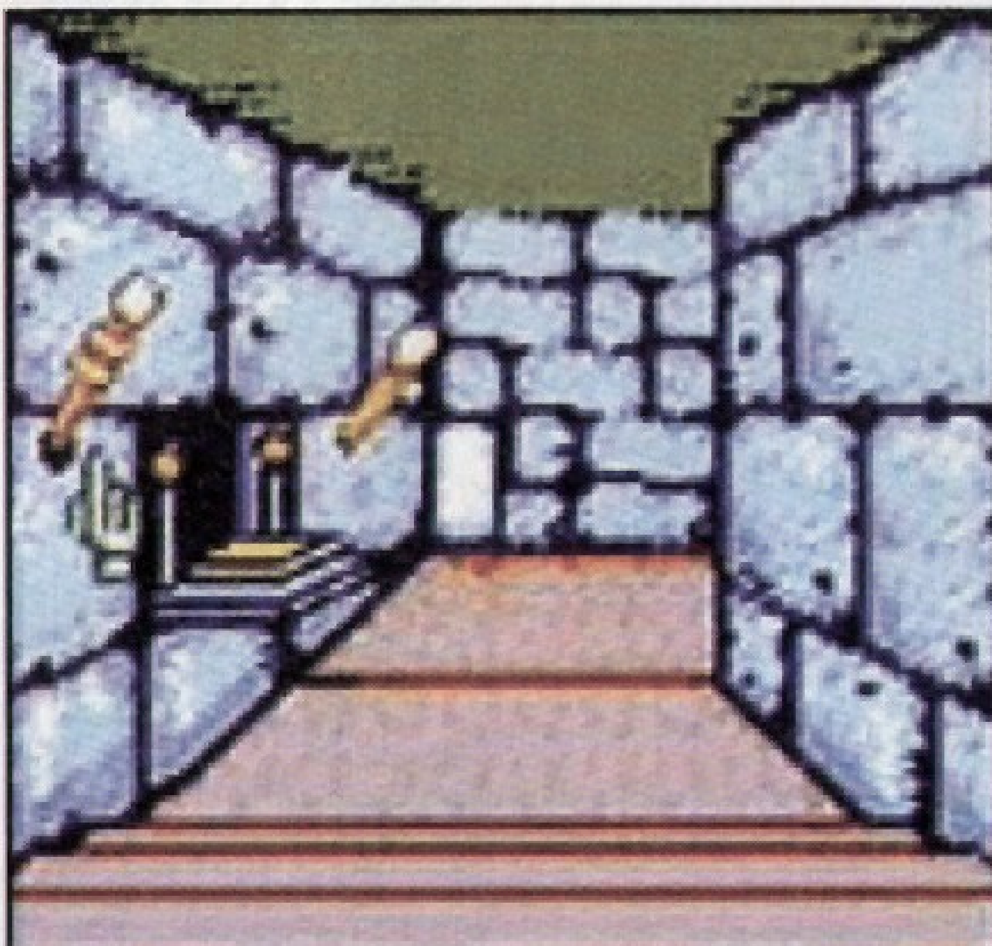
PRICE	£17.99
PUBLISHER	Kemco
RELEASE DATE	Out Now
GENRE	RPG



▲ **The door to your destiny! This is the first thing you see as you approach the haunted keep. Do you have a key though? Don't worry if you don't, some daft so and so has left it open – doh!**



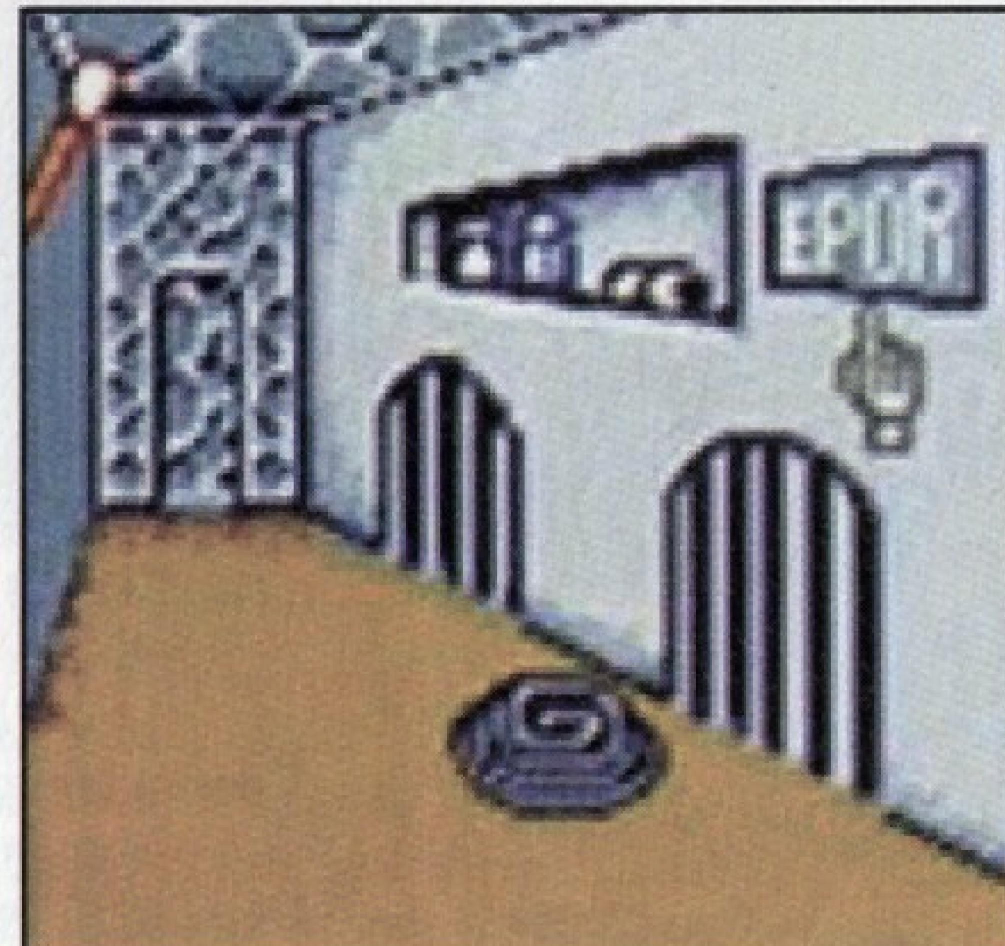
▲ **Lurking down a long corridor you have to keep your eyes open for goodies. Will you take the antique rug or two blazing torches stuck to the side of the wall? Go with the torches!**



▲ **Although it may be tempting to flick through the book set into the alcove, the moment you do so the floor falls away under your feet and you get impaled on sharp spikes. Now, how annoying is that?**



▲ **Although this is one of the only people you will come across early on don't try and speak to him. Just turn around, politely make your excuses and run to the woods screaming your lungs out.**



▲ **The coil of rope on the floor looks handy. Maybe you can string it up, tie it around your neck and end the suffering. Or maybe it's a magic climbing rope that snake charmers often use...?**

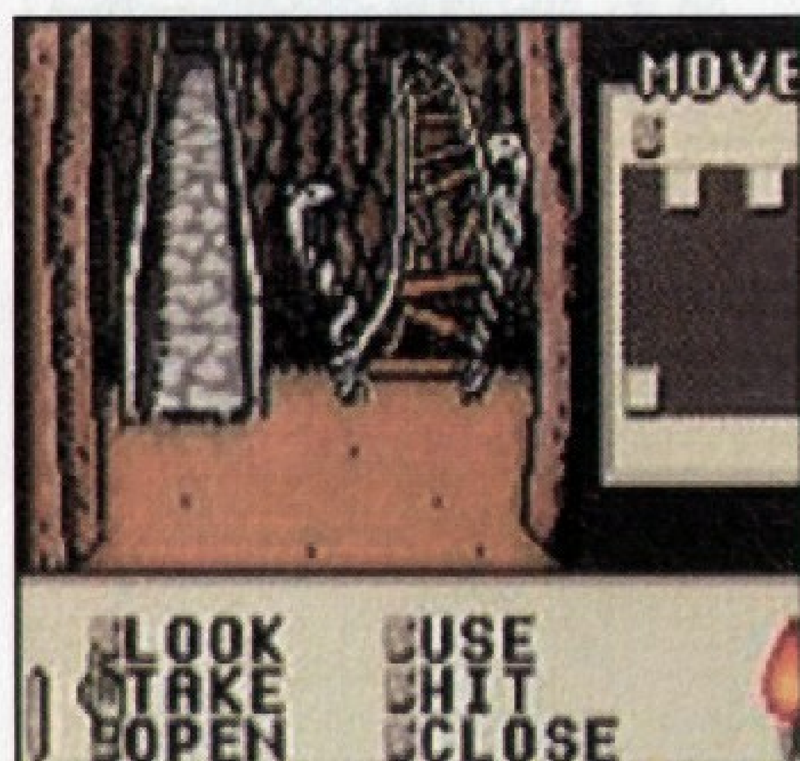
SHADOWGATE CLASSIC

happening on screen the menu system is packed with spells, items, hit points, mana, and dark secrets you're sorely mistaken. The RPG element is as basic it could have been with so little player interaction we were surprised not to see the game play itself after putting it down and going to the pub instead! To recommend this game would be insulting to anyone with 20 quid to blow and to anyone who has heard of *Zelda: Link's Awakening DX*, the Game Boy's best RPG, scoring 95%. Some traps are fiendish, yes. Some require a good thinking over before rushing into the 'action' and some will have you phoning friends asking their advice but with such a dull setting, no amount of masterminded trickery is going to remain interesting for long.

Common sense, a lot of spare time and the boredom threshold of an audience at the annual snail marathon will carry you through though... if you can be bothered.

One redeeming feature of *Shadowgate Classic* is that the action reads like a book. It is a game that, should you have a plentiful supply of batteries, you can keep by the side of the toilet, picking it up occasionally to trundle through a few 'pages' before putting it down and washing your hands. It won't captivate you any longer than a good bowel movement would do.





▲ **When you're deciding what to do next in a frenzy of fun, you can look at your inventory and make up your mind. Mmm, will I look, use, hit or move? The choices are endless!**



▲ **Take the sword, or take the sling? Common sense would suggest the sword but just remember the bible story about a certain young man called David and the big old brute who tried to kill him. David won!**

▲ **More choices! Do you take the firm steel ladder or the rickety rope ladder full of holes with giant snakes coiling around it. Neither, you pack your bags and go home.**

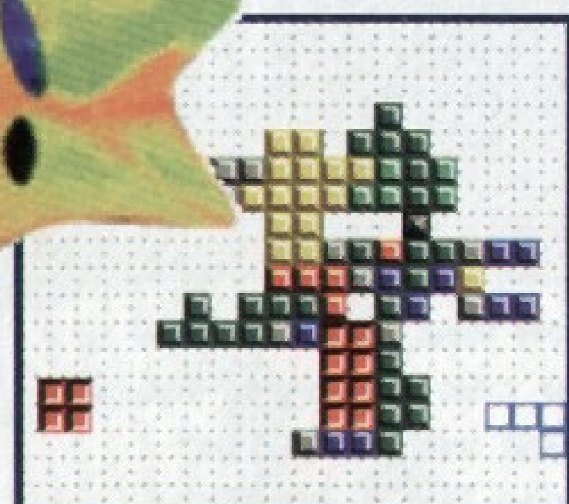
TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE
48%

WHAT DO YOU GET IF YOU CROSS TETRIS WITH ASTEROIDS? DON'T WORRY, WE DON'T KNOW EITHER!



KLUSTAR





▲ As blocks start making their way in, position your cluster to catch them in their tracks. If you don't, the worst will happen so be as quick as you can.

TETRIS was simple and quite honestly, the game that everybody associates with the Game Boy. Young or old, *Tetris* is there. This young contender with ideas above it's station is trying to muscle in on the action though but will it have enough originality and pizzazz to do so? We think not! *Klustar* takes *Tetris*' indefinable originality and turns it upside-down, inside out and any other way you'd care to mention. Instead of the blocks falling whilst you rotate them to fit snugly together the blocks now fly in from all sides! Unable to turn the blocks themselves you must turn the massive structure in the middle of the screen to accommodate them. Fail to keep up with the barrage of blocks and your main 'cluster' in the middle gets too big, the tiny little devils just keep piling up and before you know it, it's game over!

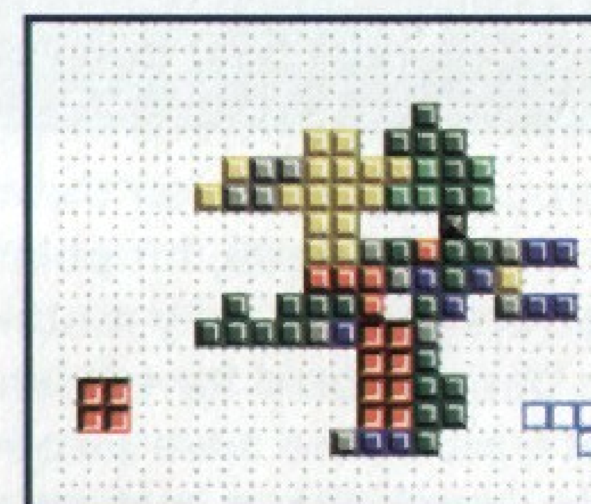
There are several difficulty levels ready to twist the brain as well as differing sized blocks and grids to play on, but none of this compensates for the feeling that we've been here before with *Tetris*. Unfortunately *Klustar* is the Bootleg Beetles to *Tetris*' real thing. Every aspect of *Tetris* has been raped and pillaged, stuffed into this package and has had a price tag walloped on it. From the speeds at which the blocks appear to the blatantly familiar Russian sounding tunes, it's all a second rate version of the classic.

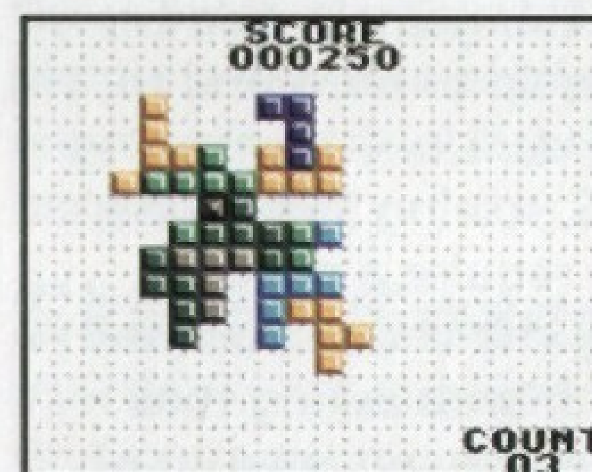
KOPYKAT KLUSTAR!

Klustar's colour compatibility is also minimal, but it is to be expected with a game of such basic graphics. Each shaped block is a different colour and that is as far as it goes so playing on a standard Game Boy will prove no problem at distinguishing the shapes from each other. Adding colour was a pointless idea but despite this we're glad to see that some effort has gone in to capture a slice of the Game Boy Color market. Mmm, cunning!

Despite misgivings, *Klustar* is still enjoyable thanks to its relationship with *Tetris* and had the circumstances behind these games been reversed *Tetris* would have received our verbal hammering. As it happens though, *Klustar* was the last on the bandwagon and so must pay the price. We know how addictive getting strangely shaped blocks to fit together is, but we also know a copycat when we see one. *Klustar* is that copycat and no matter how hooked you may get from playing it just reach for a copy of the original instead.



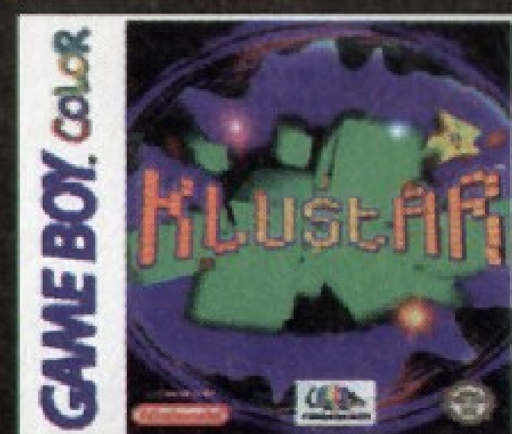




▲ The action starts off at a slow pace but soon you will find that your fingers are burning with the pressure of keeping up with the speed of the blocks.

▲ Don't let your cluster get too big because moving around the screen becomes nigh on impossible. Keep it small, keep it moving and keep those points coming!

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

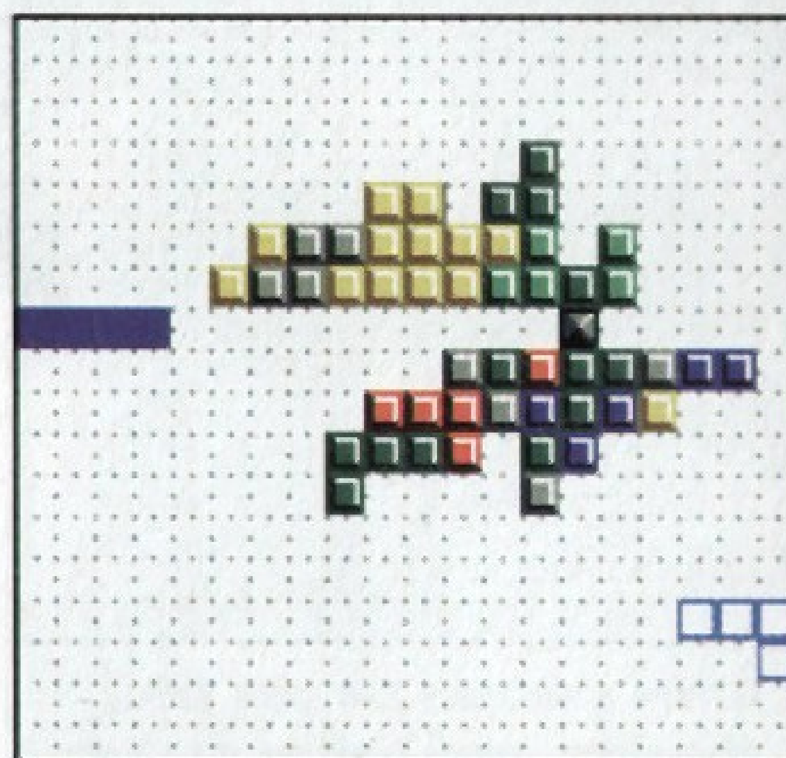


KLUSTAR

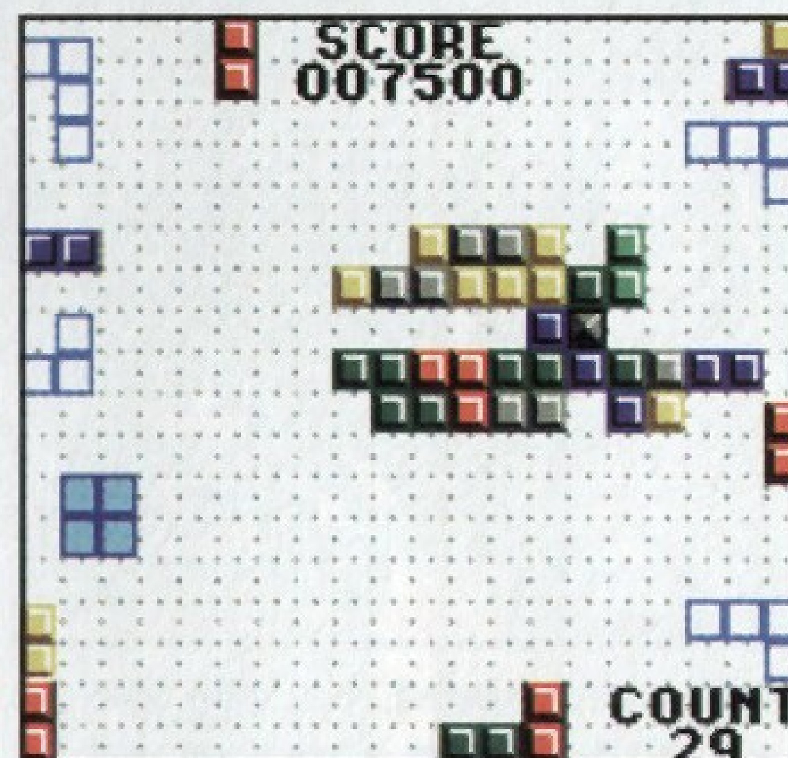
PRICE	£16.99
PUBLISHER	Infogrames
RELEASE DATE	Out now
GENRE	Puzzle

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

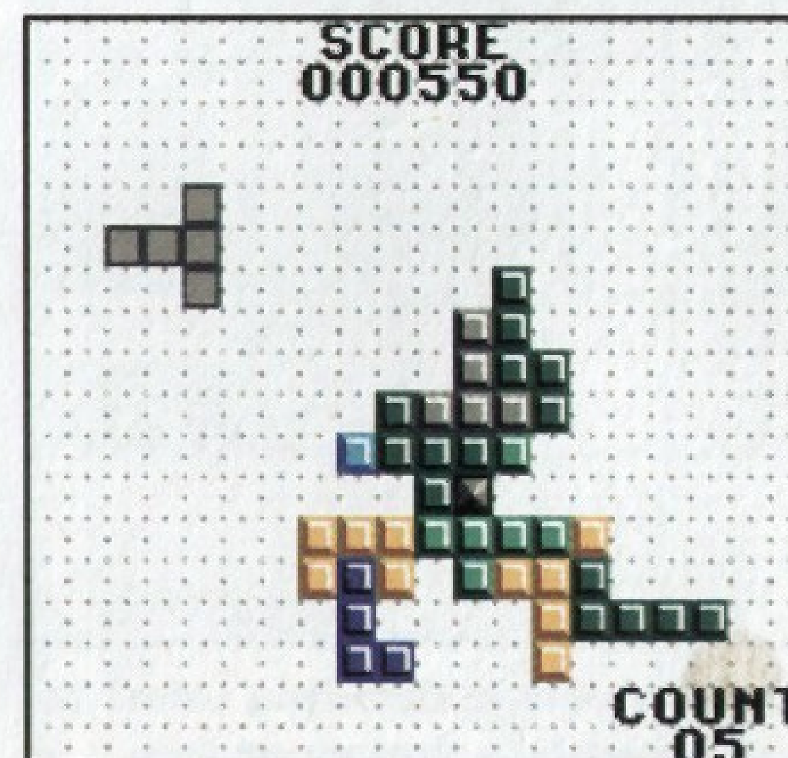
58%



▲ No matter how hard you try to keep those blocks from piling together you will always fail! It just gets harder and faster all the time!



▲ Fail to stop the blocks passing through and they'll attach themselves to the side of the wall giving you less room to move your cluster. So you have to be quick!



▲ Depending on which setting you choose, the blocks disappear in numbers of 9, 16, 25, etc. So remember to practice your square numbers!

DROPZONE

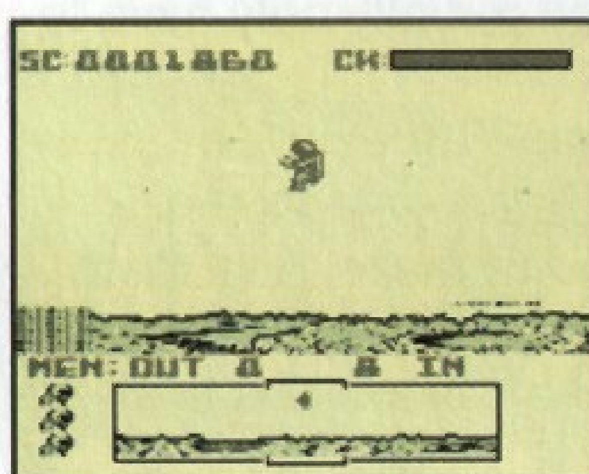
THIS SHOOT-'EM-UP is a welcome blast from the past. Veteran gamers will remember *Dropzone* as the essential blastathon that every self-respecting Commodore 64 owner had back when it was released during – surely not that long ago? – 1984. The C64, for the uninitiated, was one of the two main home computers of the Eighties (the other being the ZX Spectrum).

Dropzone puts you in the role of a heroic, jet pack-equipped dude on a mission to rescue a group of fellow humans from the hostile second moon of Jupiter, IO. Although it may sound simple, you will soon find that a veritable horde of alien warriors are determined to prevent you from rescuing your buds and returning them to IO's moonbase. It is just as well that you have a handy laser cannon, a cloaking device, and a few strata bombs (ie, smart bombs) at your disposal... believe me, you are going to need 'em!

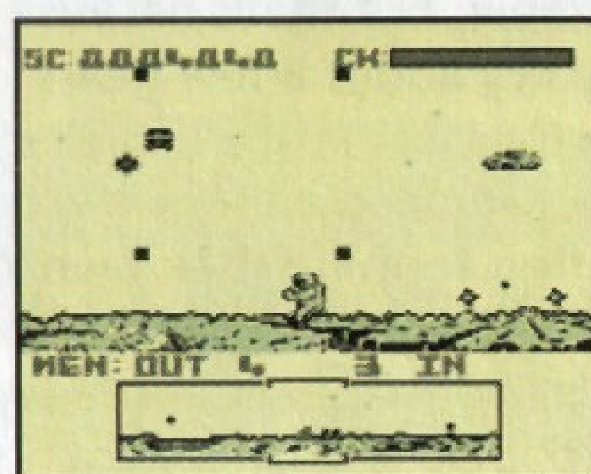
From the outset, *Dropzone*'s gameplay is extremely fast and frighteningly frenetic. You'll spend your first few games flying left and right across the map, shooting at anything that moves, and will no doubt lose quite a few lives by colliding with the enemy. However, once you become acclimatised to the tricky control of your jet-packed hero, you'll be picking up your men and depositing them at the moonbase with the best of them.

Dropzone on the Game Boy Color is the spitting image of its Commodore 64 predecessor, which is a bad thing as well as a good thing. Basically, a pixel perfect port of a 15 year-old game on the latest handheld technology is no real great achievement in itself. It would have been nice if Acclaim had taken a leaf out of Nintendo's book and included a more modern spin on *Dropzone*, utilising Game Boy Color's improved tech specs, as well as offering gamers the original in all its glory. Nintendo's most recent example of this is its *Game & Watch Gallery* series, where you can play the games in their original format, as well as the updated interpretations.

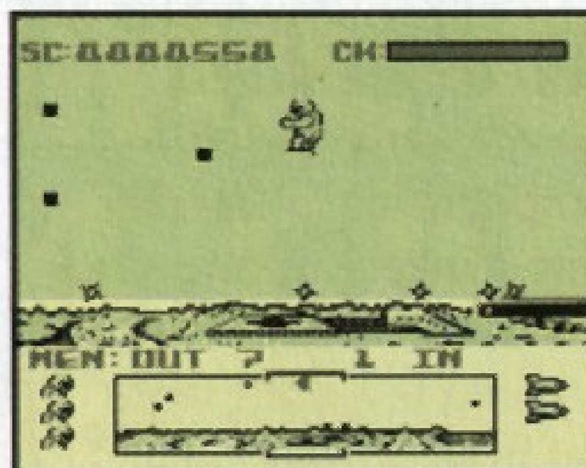
In spite of this omission, *Dropzone* is without a doubt a fiendishly addictive blaster, and that is why it has scored so well. It will appeal to nostalgic gamers and newbies alike with its appealingly simple shoot-'em-up antics – but it could have been so much better!



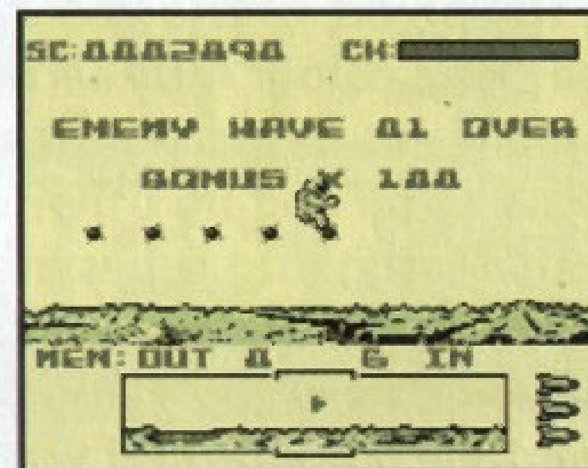
▲ Things may look quiet but don't get cocky! There's sure to be a world of trouble just around the corner.



▲ What did we tell you? Our Dropzone hero is keeping low to avoid the alien hordes hovering above.



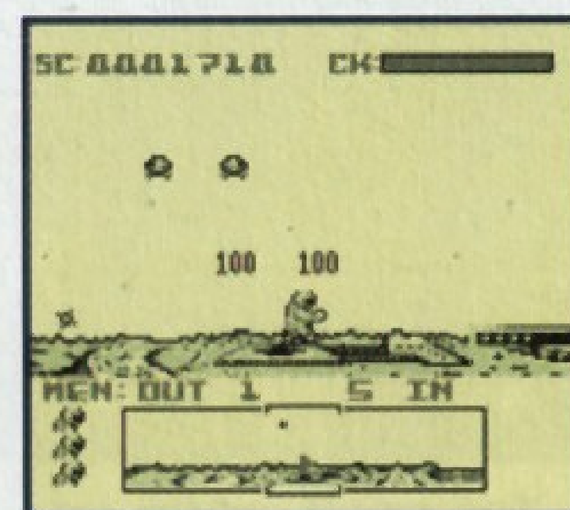
▲ Ah! Now that is what a smart bomb is for!

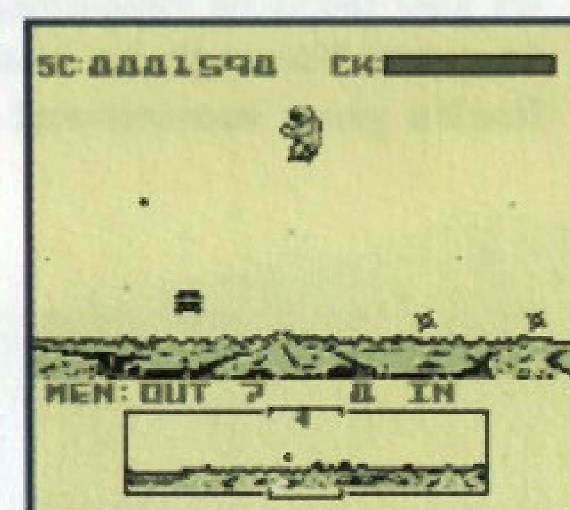


▲ Not bad going, but I've no lives left!









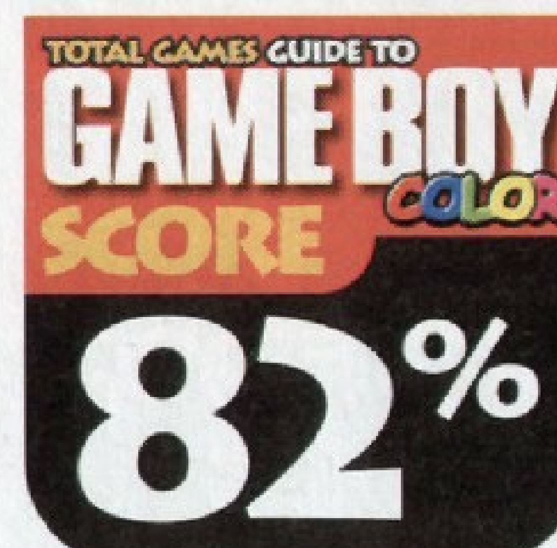
TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



DROPZONE

PRICE	£24.99
PUBLISHER	Acclaim
RELEASE DATE	Out now
GENRE	Shoot-'em-up

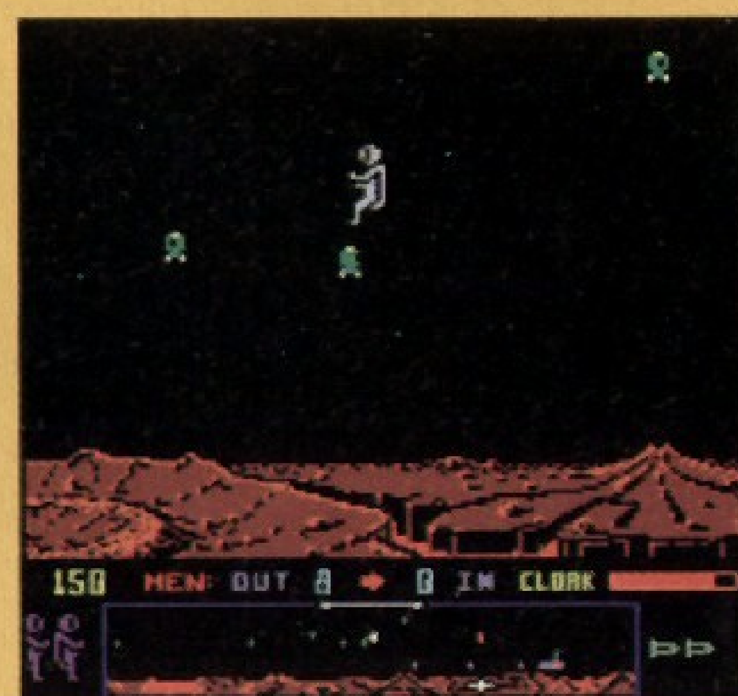
TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

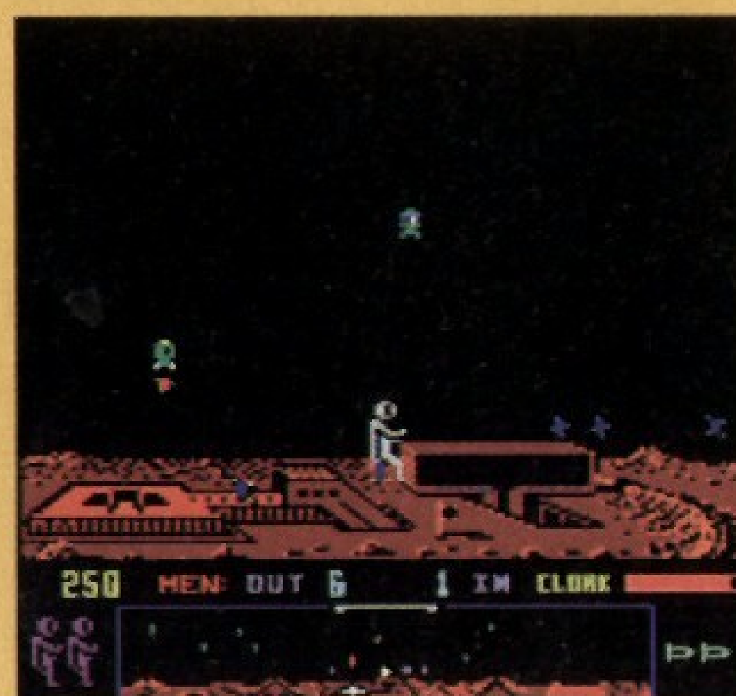


IT'S A RAVE FROM THE GRAVE!

FROM C64 TO GBC

Dropzone originally appeared on the Commodore 64 home computer back in 1984. Designed and coded by Archer Maclean – whose most recent credit is *Jimmy White's Cueball* snooker simulation on PC CD-ROM – *Dropzone* has been lauded as one of the greatest 8-bit era games. These screenshots from the Commodore 64 version give you some idea what the Game Boy Color version will look like.







IT'S JUST A LOAD OF BALLS!



LOGICAL

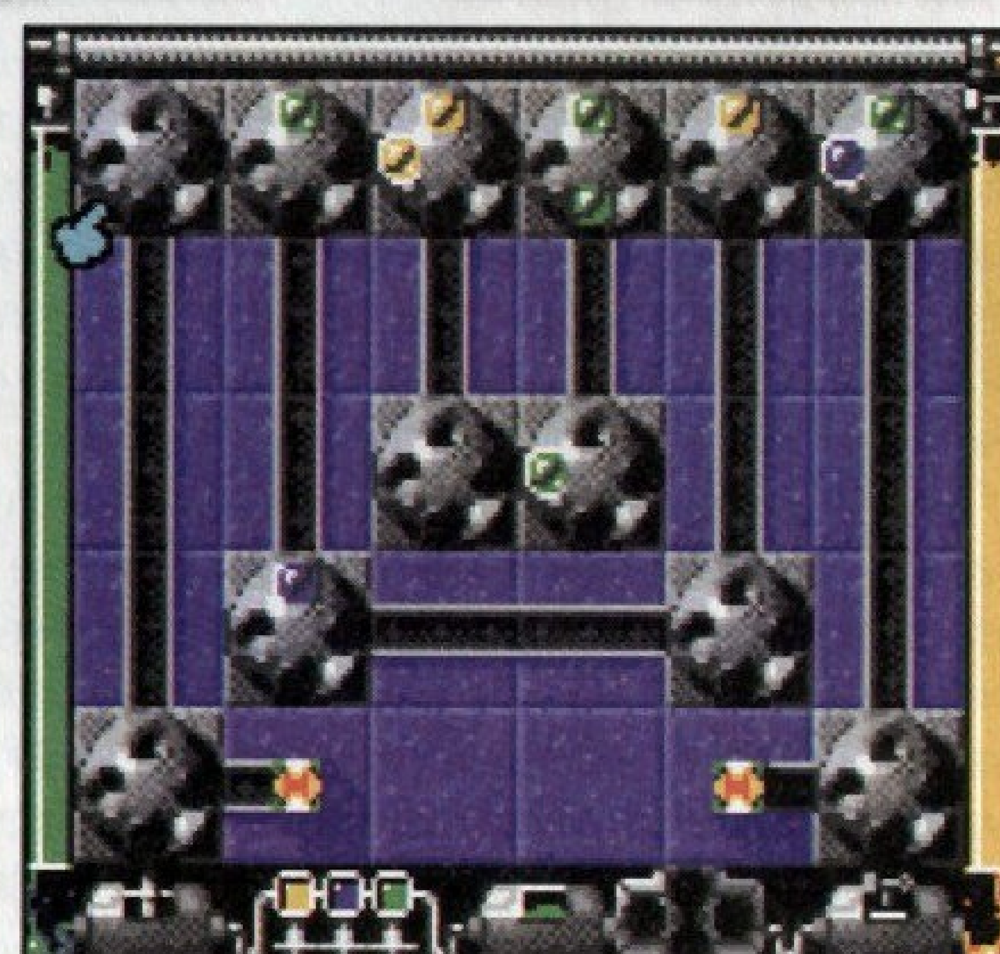




▲ The small, white arrows in the top left of the picture will only allow marbles to pass through in one direction. This limits your movement options.



▲ This level is fairly straightforward as all you have to deal with are the gears. However, straightforward isn't the same thing as easy!



▲ To look at this screen you'd think that it would be fairly easy, but you can almost guarantee that the marbles won't arrive in the right order!

FANCY YOURSELF as a bit of a 'logical' person? Well this puzzle game would give even a computer logic problems! Put simply, *Logical* is a game involving marbles and gears. Sounds simple enough? Well it's not.

The object of the game is to get four marbles of the same colour into each gear on the screen. Initially you begin the game with only a view gears to fill and no other complications. Marbles are released into tubes at timed intervals and your task is to guide them to the appropriate point.

The gears in the game resemble the dials from the non-computerised vertical boardgame *Downfall*. They're circular with four symmetrical holes at equidistant points. Unlike the Downfall dials, however, once the marble is in the gear it stays there until you move it out – ie. it won't fall out on it's own.

The task then is to guide four marbles of a certain colour to a particular gear which sounds fairly easy and indeed on the first level or so it's not too much of a challenge. Obviously not all the marbles get released in the right order though – that would just be too easy. Instead they glide out seemingly at random and if you're not careful things can start to get confusing as marbles career into one another and start going off where you don't want them.

In, out, shake it all about!

This is very much a game of 'putting things in and taking things out'. If, for instance, you've got a yellow marble in the tube leading to your gear and you need the red one that's behind it, the only way to get at the red one is to push the yellow one into the gear, turn it round one movement and pick up the red one then turn the gear back and send the yellow one on it's way. Again this all sounds very simple, but that's because you initially only have to worry about a few gears.

On later levels things are considerably less simple as you encounter numerous gears on a screen, often forming their own kind of maze. And that's not all. As you progress through the levels new obstacles appear in the form of teleporters, colour stoppers and colour changers.

Teleporters move the marbles to different locations on the screen which can be a help but can also be a hindrance when the marble you need is beamed to totally the wrong place. Colour stoppers prevent marbles of a certain colour passing through them and this can be a pain if the colour marble you want is blocked by another marble which can't pass through a colour stopper. And of course the colour changer turns one coloured marble into another one. Usually this happens when you've got a marble that you need and it inadvertently passed through a colour changer only to become a marble that you don't need.

Logical is a challenging, at times frustrating, game that is going to give puzzle fanatics hours of fun. The downside is that it's not quite as simple to play as a game like *Tetris* which means gamers less into puzzles might not find it easy to get into.

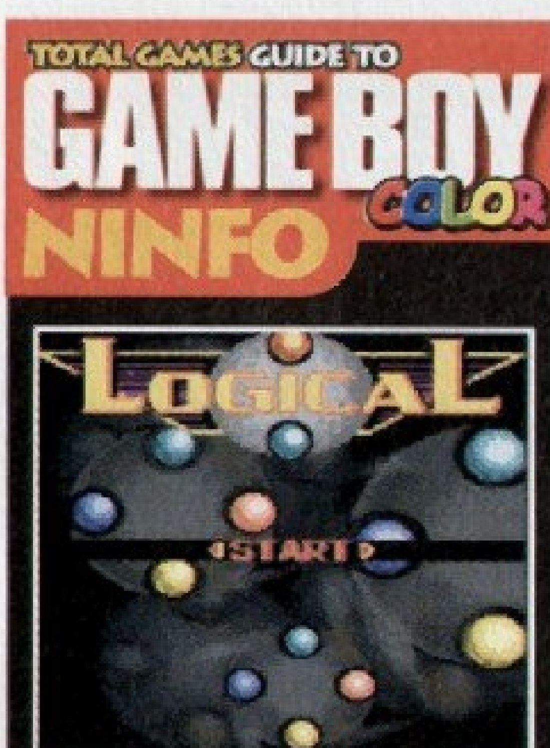


▲ The colour stoppers on this level make it pretty tricky.



▲ There aren't any problems on this level... or are there?

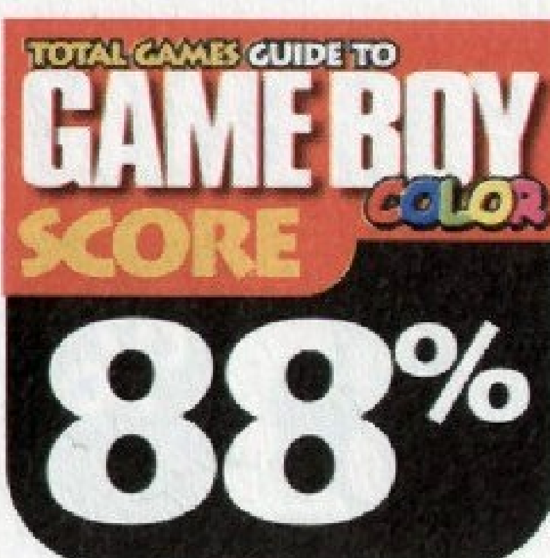
TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



LOGICAL

PRICE	£24.99
PUBLISHER	THQ
RELEASE DATE	Out now
GENRE	Puzzle

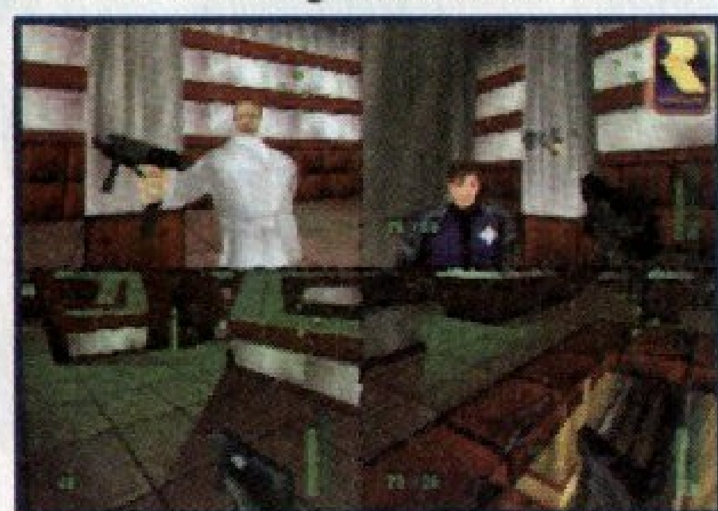
TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE



PICTURE PERFECT

EVER WANTED to be the star of a videogame? Well, thanks to Rare and the Game Boy Camera you will soon be able run riot in one of 1999's most anticipated videogames.

Rare, the UK-based Nintendo game developer behind this issue's cover featured game *Conker's Pocket Tales*, has come up with an ingenious use for the Game Boy Camera. It was during development of *Perfect Dark* that the software house decided to utilise the Game Boy Camera for its multi-player gaming mode. The exciting feature was unveiled at the E3 videogame trade show in May, which allows you to plug a Game Boy adapter and a GB Camera into a Nintendo 64 joypad. You can then take pictures of you and your friends, before transplanting the images onto the 3D models in the game. Whilst avid *GoldenEye* gamers had to make do with the standard selection of James Bond-inspired characters in the multi-player mode, *Perfect Dark*'s use of the Game Boy Camera means that you can have an almost infinite supply of characters for your deathmatch games.



▲ **Multiplayer games will never be the same again – now you can fight your mates on the N64!**

Just imagine the fun you can have running around as yourself, shooting willy-nilly at your mates directly! Game Boy Color magazine's roving reporter actually sat in the Nintendo booth at E3 whilst his image was loaded into the game - when you select the character it auto-configures the Game Boy Camera and then cycles through the faces before changing before your every eyes. Amazingly, the quality from the black and white camera is superb. Watch sales of these Nintendo peripherals to rocket once *Perfect Dark* comes out during December. Well done Rare!



WIN AN ATOMIC GAME BOY COLOR AND 4 GAMES! COURTESY OF... MIDWAY

YOU'VE GOT TO ADMIT THAT THE GAME BOY COLOR IS ONE COOL PIECE OF KIT – ESPECIALLY NOW THAT IT COMES IN A VARIETY OF SNAZZY COLOURS. IN THE SHOPS THIS MONTH WILL BE THE BERRY, DANDELION, KIWI, TEAL AND ATOMIC PURPLE VERSIONS AS WELL AS THE ORIGINAL GRAPE COLOURED CONSOLE. NOW THERE'S ONE TO SUIT EVERYONE'S TASTES!

TO CELEBRATE this and a bunch of great new games from Midway we've got an atomic purple Game Boy Color to give away to one lucky reader, along with the four top Midway games of the moment. Midway's release schedule is packed with arcade quality titles like *720°*, *Spy Hunter/Moon Patrol*, *Rampage International Tour*, *Klax* and *Paperboy* – all set to release over the next few weeks.

To win this superb prize simply answer this question...

Name the badly spelt fighting game series from Midway.

Answers on a postcard to:
Atomic Purple Compo, Total Games Guide to Game Boy Color, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS.
Entries must reach us by September 7.

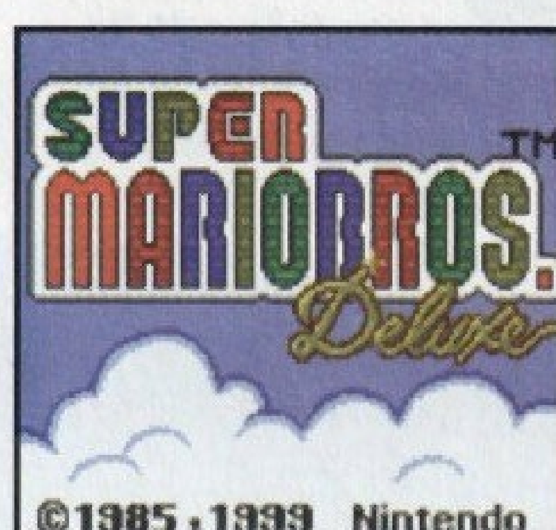


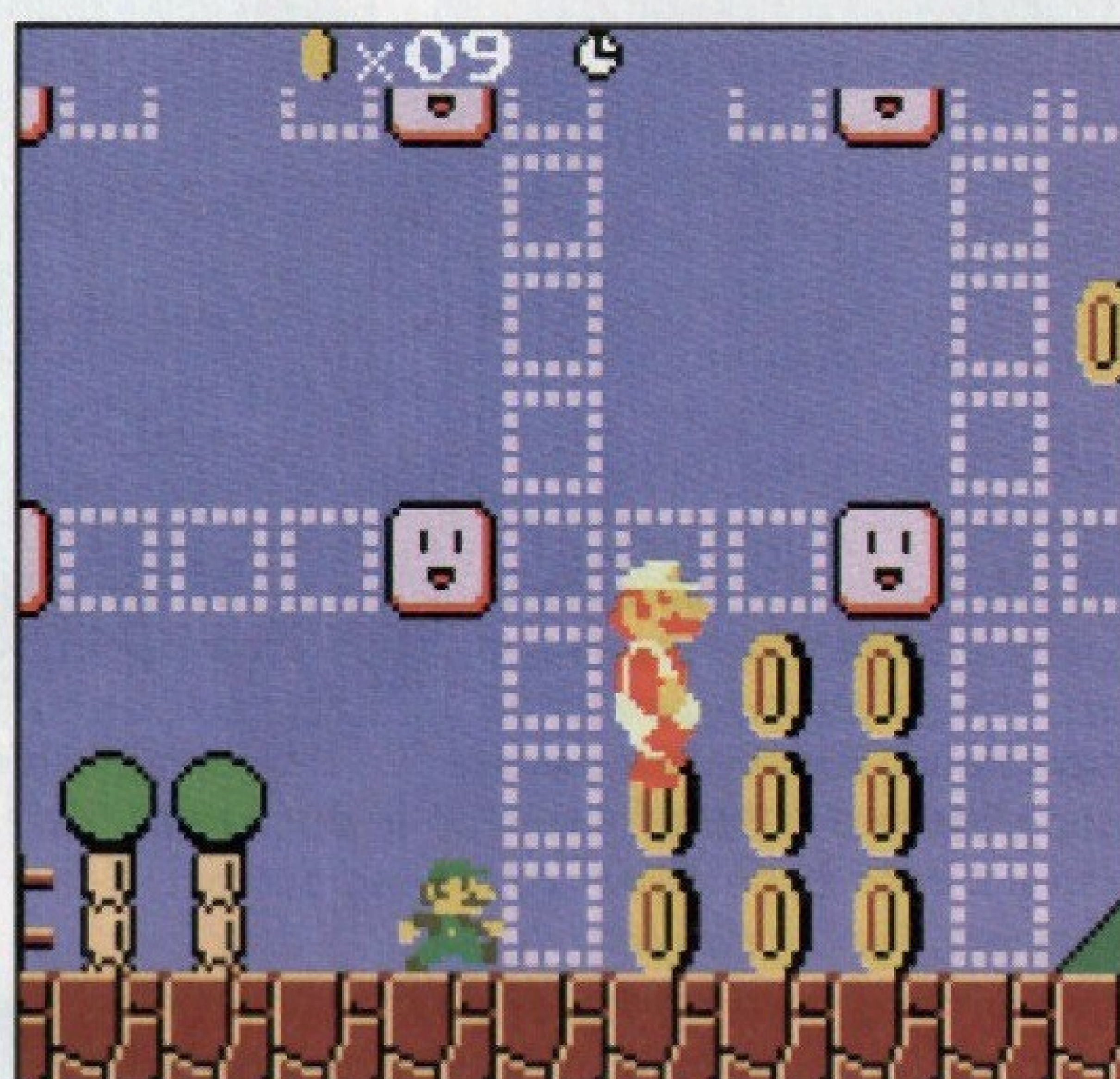
The editor's decision in final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers, Midway, may not enter. All entries should be send to arrive no later than 7 September 1999. The winner's name will be available in writing on request from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

THE PLUCKY PLUMBERS ARE BACK!

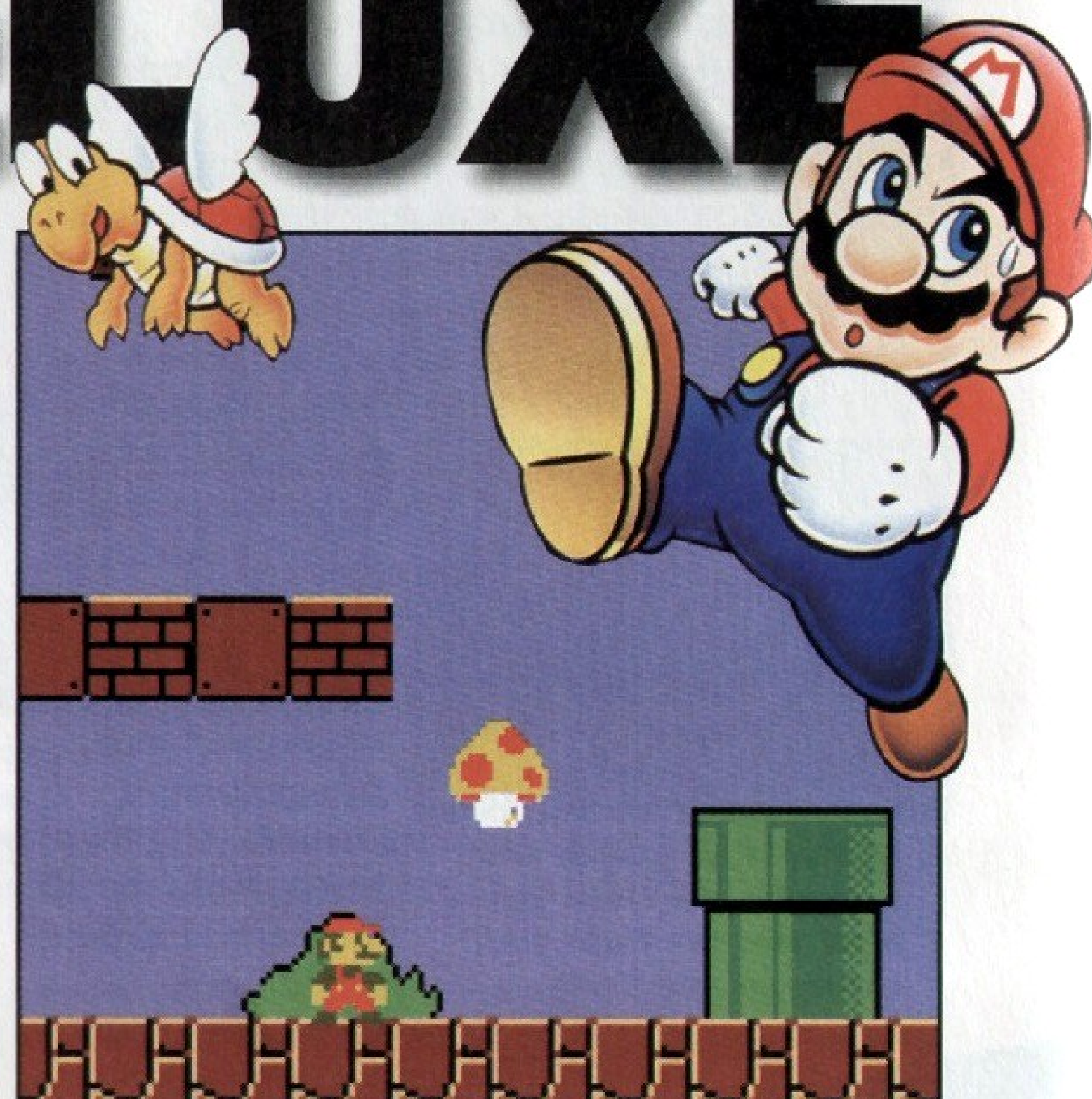
SUPER MARIO BROS DELUXE







▲ The new Challenge Mode pits Mario against Luigi in a battle to collect coins while thwarting your opponent's efforts.



▲ All the Mario favourites make another appearance – remember collecting mushrooms to make Mario bigger?

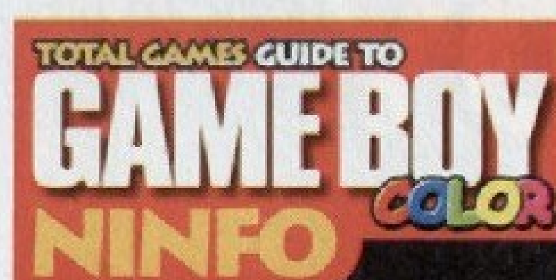
MARIO IS arguably the most famous plumber in the world – and that's pretty impressive considering he's never really done much actual plumbing. Since his first appearance as the little bloke who had to jump Donkey Kong's burning barrels way back in the mists of videogame history he's appeared in dozens of videogames and become a household name.

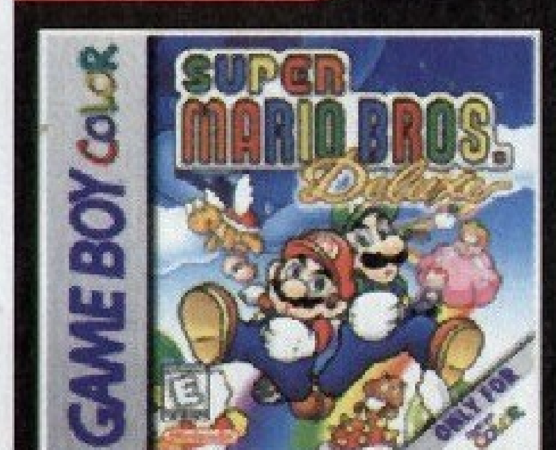
When *Super Mario Bros* came out on the NES back in 1985 it was an immense hit and it's probably fair to say that it played a huge contribution to the console's success. Since then we've had the SNES, the Game Boy and the N64 – Mario, with and without his brother Luigi, has popped up on all of them. He's already made an appearance on Nintendo's Game Boy Color but now he's going back to his roots for some classic platforming action.

Super Mario Bros Deluxe is a souped-up version of the NES original which promises to do for the Game Boy Color what the old game did for the NES. One or two players, using two Game Boy Colors and a Game Link cable, get to take control of Mario and Luigi for some serious platform fun.

Horses for courses

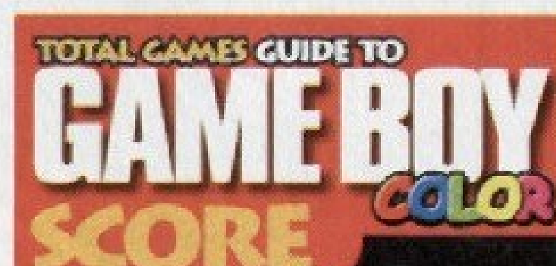
All 32 levels from the original game are included in this version plus eight new ones designed specifically for the Game Boy Color. All the levels can be played in original 1985 classic mode plus Nintendo have added a special challenge mode where the object is



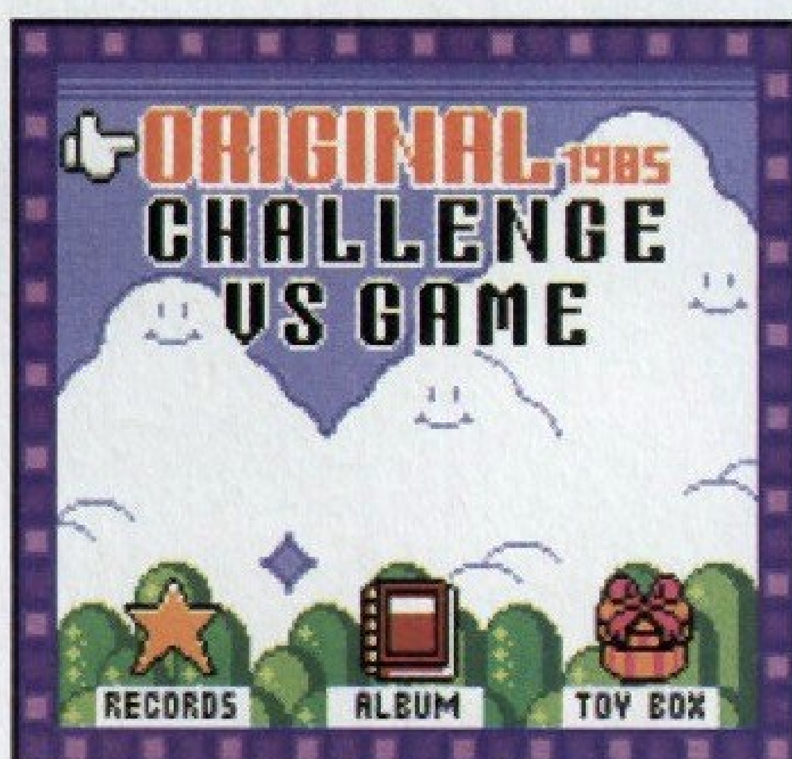


SUPER MARIO BROS DELUXE

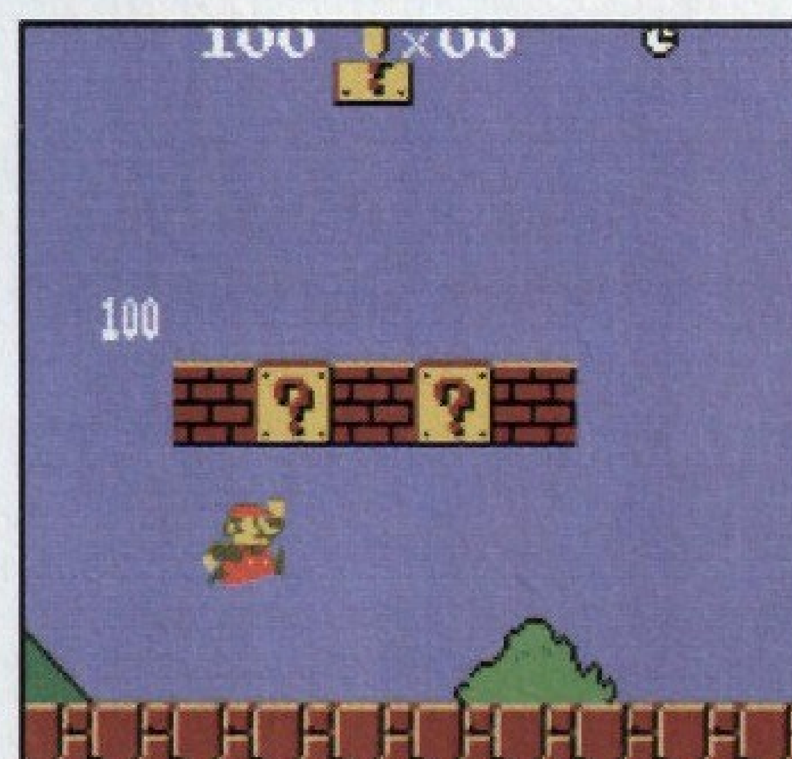
PRICE	£24.99
PUBLISHER	Nintendo
RELEASE DATE	Out Now
GENRE	Platform



95%



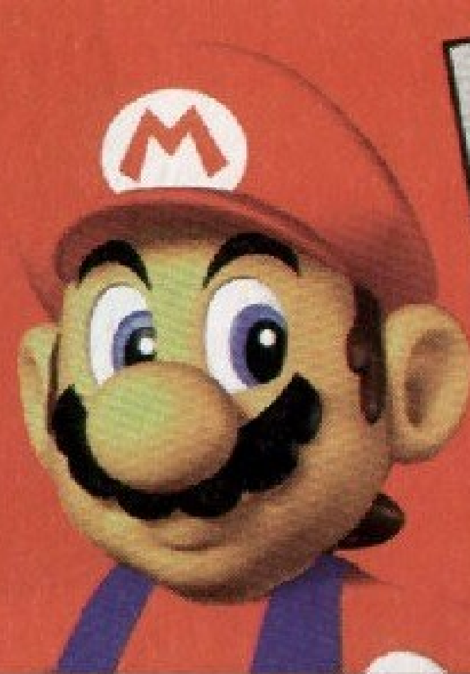
▲ The boffins at Nintendo have souped up the front end of the game with new intro and options screens. There's a fun tox box option too!



▲ This is the game that all platform efforts have tried to immitate. You can never beat the 'bounce on an enemy's head' style of play.



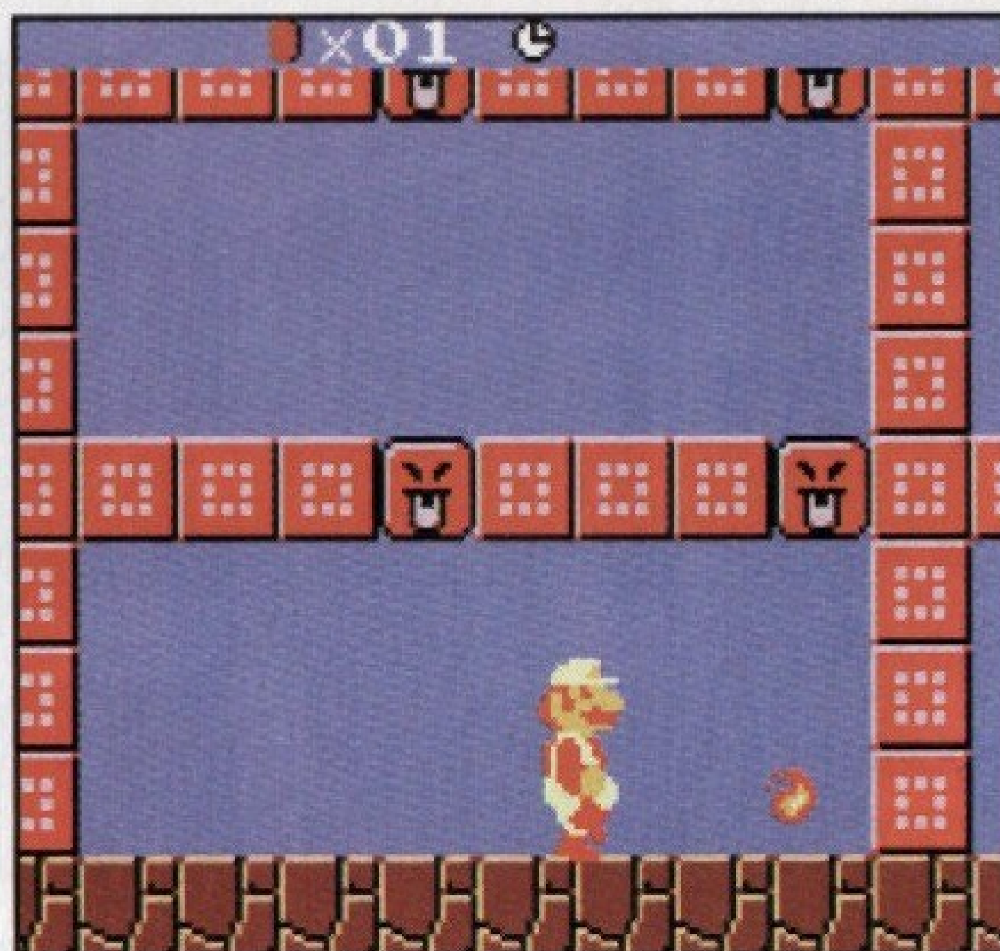
▲ Collect enough mushrooms and Mario dons his white overalls and starts shooting balls of fire! What sort of plumber does he think he is?







▲ **Obviously the thought of his brother expanding to double his size is too much for Luigi – he's decided to hide behind the hill!**



▲ **Headbutting the rude red blocks turns all the others see-through. This will allow you to trap your competitor in one of the spaces.**



▲ **Platform games have a reputation for being quite easy to play. With a venus fly trap, hammer thrower and fire balls to contend with it's anything but!**

to collect five red coins and uncover the hidden Yoshi egg from every level.

To hinder the flat-capped heroes are there all sorts of hidden obstacles and opponents like Boo and Bowser who are almost as well-known as Mario these days. Help for our heroes comes in the form of mushrooms, fire flowers and invincibility stars. When playing against a friend there are also special barrier blocks on the stages which you can use to change the other player's course or to make the ground vanish from under their very feet!

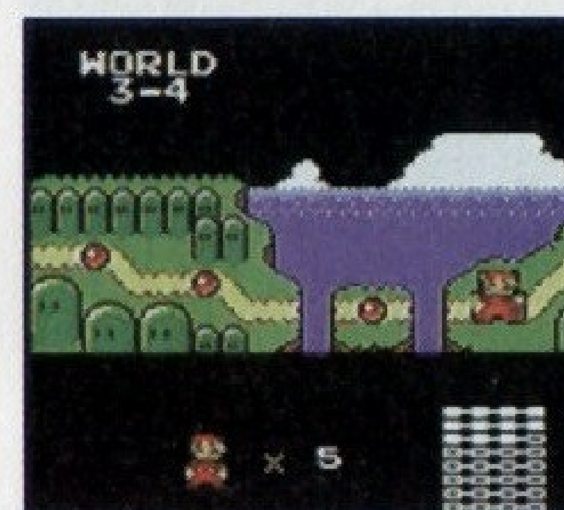
Like a lot of new Game Boy Color games *Super Mario Bros Deluxe* makes use of the Game Boy printer. As you play through the game you are awarded pictures for the game's 'photo album'. These pictures can then be printed out at your leisure or used to create your own custom banners.

A box of tricks

If you feel like a break from the hectic platform action *Super Mario Bros Deluxe* offers you can take time to explore the toy box mode. This contains various options ranging from a calendar which runs up to the year 3000 and lets you store all your important appointments to a rather bizarre fortune telling mode which challenges you to 'discover your destiny' by choosing cards. Does Mario really know the future?

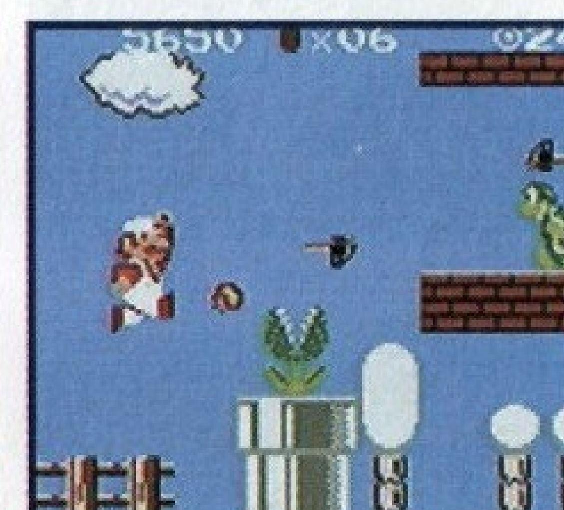
The gameplay in *Super Mario Bros Deluxe* simply can't be faulted. The original game really broke new ground and showed gamers a whole new style of play, being the first game to include a plethora of hidden entrances and bonuses throughout each stage and the same has been done with this version giving you lots of things to search for even if you've managed to play all the way though and finish the game.

Graphically the Game Boy Color version is almost identical to the original and they've even managed to get the music to sound the same too. While it probably isn't good practice to convert every old videogame that's ever been produced (there were some pretty lousy ones after all) games of the calibre of *Super Mario Bros* are well worth bringing up-to-date because they still have playability that far out-strips the majority of most modern titles. Quite simply, *Super Mario Bros Deluxe* is a top game and one that no Game Boy Color owner should miss out on. Get out and buy yourself a little piece of videogame history!



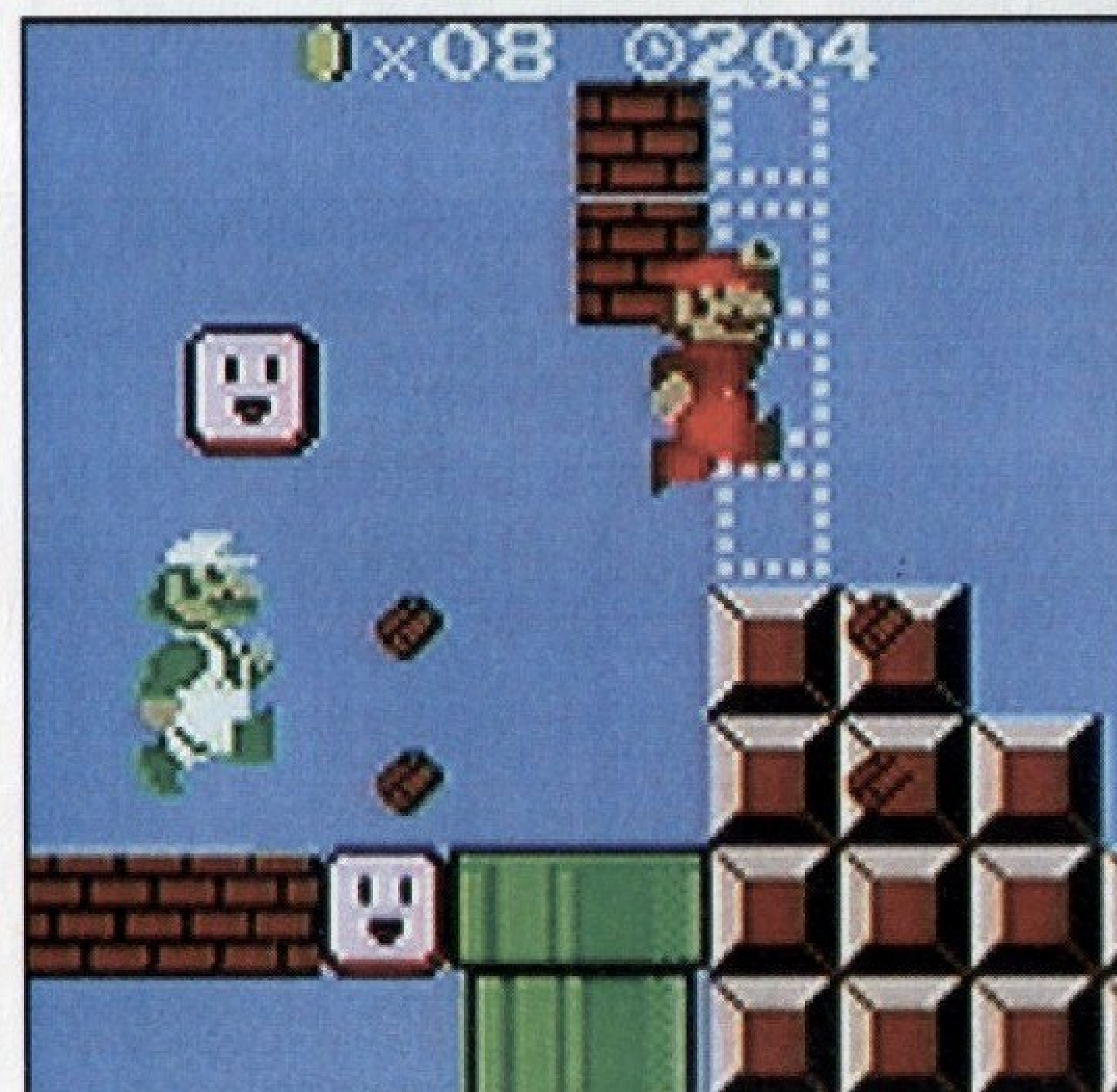
▲ **Here's a new addition to this early Mario game – a map that shows you how far you've travelled.**







▲ **Hooray! Our personal favourite character from the Mario games is the turtle – he's just so versatile. You can punch him, flatten him, scorch him...**



▲ **The two brothers in perfect harmony. Don't forget that the green pipes often contain a secret area to explore.**



▲ **The ultimate prize is of course a night on the town with Princess Daisy. Looks like Mario has got one over on his brother again!**

DON'T YOU DARE MENTION INDIANA JONES!



FULL COLOR

BLACK & WHITE COMPATIBLE

PITFALL: BEYOND THE JUNGLE

IF YOU TRIED to guess the longest running videogame series then *Pitfall* would have to be somewhere near the top of the list. The original *Pitfall* game was released on the Atari 5200 back in 1982 by Activision and was a horrendously simple affair where the hero, Pitfall Harry, had to jump pits, kill snakes and tackle crocs. Obviously the graphics and sound back then were nothing but blobs and bleeps, but the gameplay was what made the game so popular!

More than 17 years on, *Pitfall: Beyond the Jungle* for Game Boy Color stars Pitfall Harry's son, cunningly named Pitfall Harry Jr. Following in his dad's footsteps Harry has gone and got himself into a scrape that involves rescuing Princess Mira from the people of Shenrak. This would be simple if she weren't being protected by the deadly Scourge who surrounds himself with scorpions, vultures and booby traps. It must be a real pain if he needs to pop out for anything!

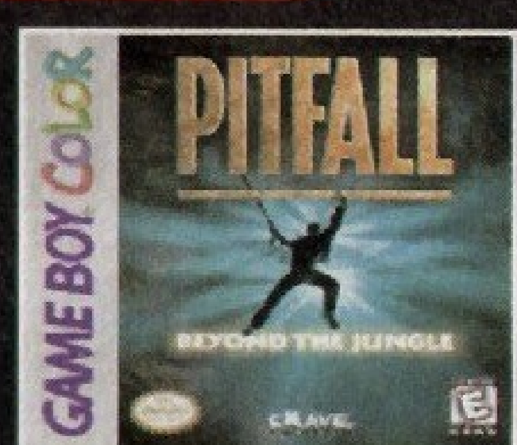
Developed by American Crave Entertainment *Pitfall: Beyond the Jungle* is a six level platform game where the lead character is equipped with nothing but a pickaxe. This axe is extremely versatile though, it can be used to break open the skulls of any enemy, swing from hooks placed on the walls of caves and tucks away neatly when not needed. Armed with this Pitfall Harry Jr will have to negotiate his way through a volcano, underground caverns and a prison to reach the ultimate showdown with the Scourge.

The main objective has remained the same as the original game – collect as much treasure as possible and make it to the end in one piece! Being a platform game you can pretty much guess the kind of things you will find in the adventure. Conveyor belts, bubbling lava, deep pits and vanishing floors are all pretty standard fare - but this is exactly what all *Pitfall* fans will be looking for.

Whether you are old enough to remember the original *Pitfall* (flippin' heck, you are old!), or you're young, fresh and simply looking for a challenging adventure game, *Pitfall* could be the one for you.

REVIEWS: PITFALL: BEYOND THE JUNGLE

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



PITFALL: BEYOND THE JUNGLE

PRICE	£19.99
PUBLISHER	Virgin
RELEASE DATE	Out Now
GENRE	Platform

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

81%

LEVEL WITH ME

There are six levels on offer in *Pitfall: Beyond the Jungle* and yes, they do take you beyond the jungle, through a volcano and into the wilderness! As you start each new level you are given a password, so next time you can jump straight to it!



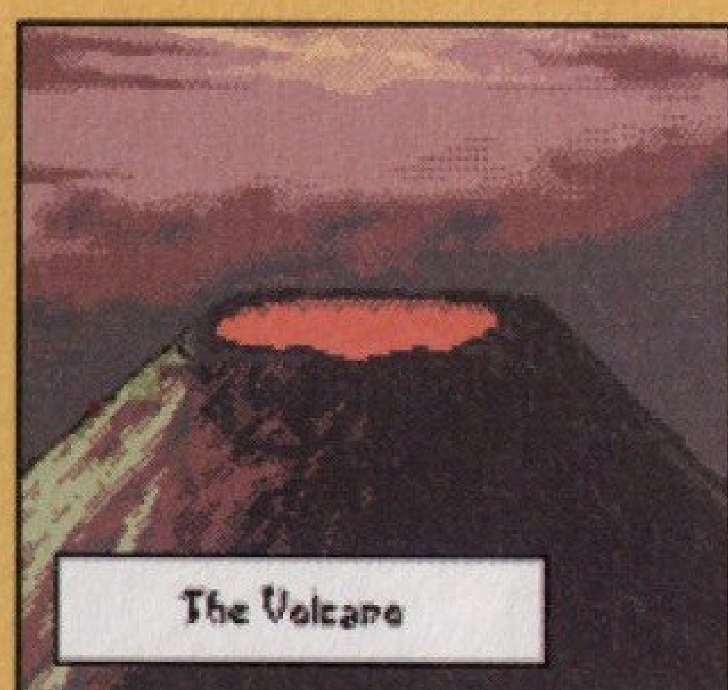
▲ The title screen is an all-important part of any game – it's where you start!



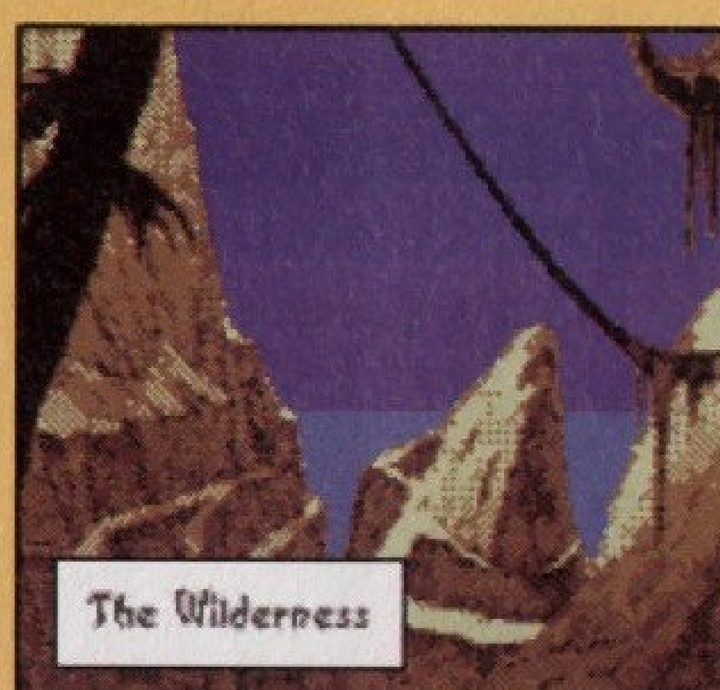
▲ The Prison is a sinistar and depressing place, so get your pickaxe ready!



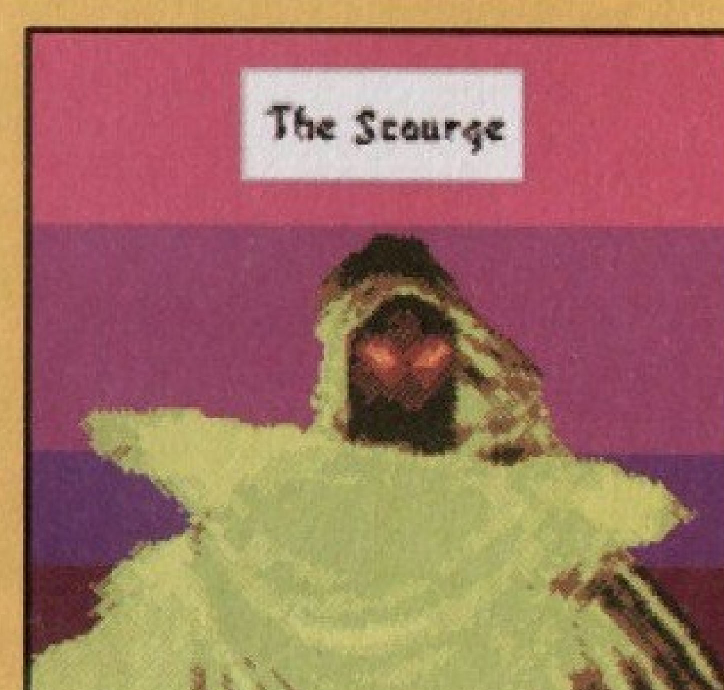
▲ Down in the Underground Caverns there are many perils to avoid.



▲ Feeling a bit hot under the collar? Then you0 must be in The Volcano!



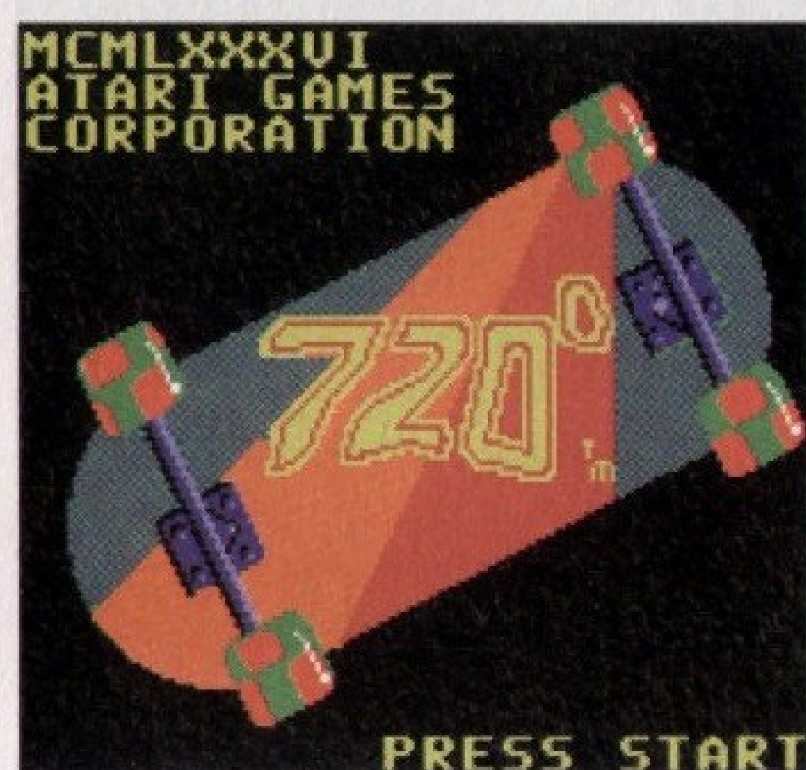
▲ The Wilderness – this is where you will spend 40 days and 40 nights.



▲ The final showdown is with The Scourge – nice looking chap, isn't he?

720°

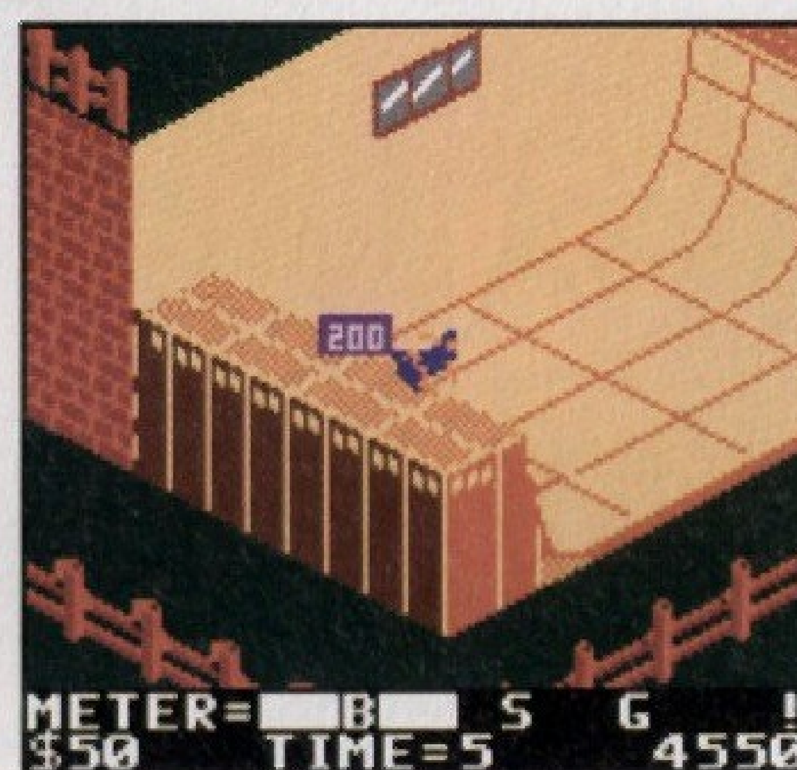




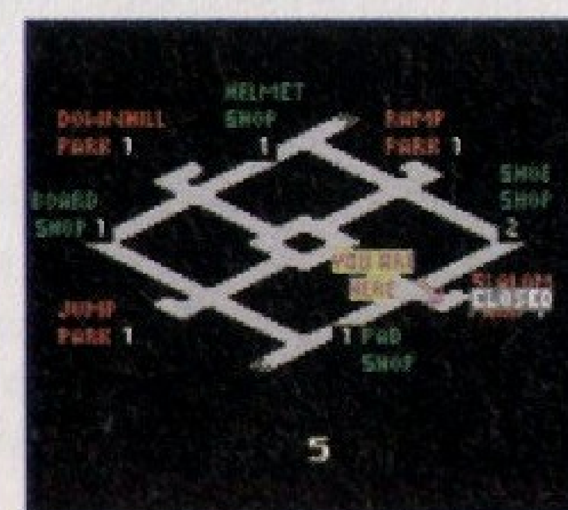
▲ Back in the good ol' days, game menus were far simpler than the new fangled ones you get now... they were also very boring!



▲ It is very tough being the king of Skate City – there you are, showing your stuff to passers-by, and along comes a car ready to knock you flat.



▲ 720°'s meat and two veg comes in its skateboarding parks, where you can try your hand at all sorts of death-defying tricks.





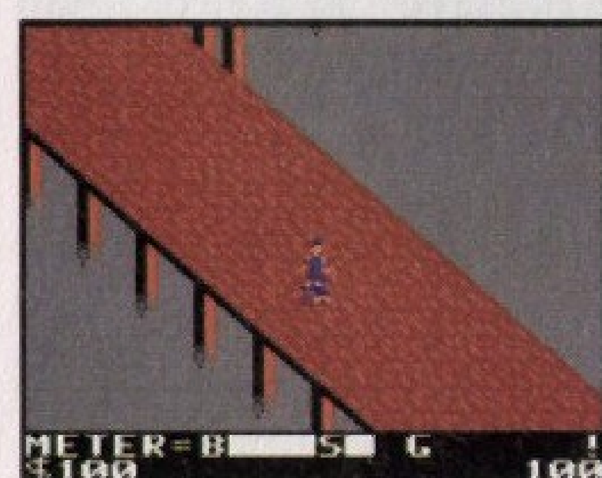
▲ The top shot is the in-game map of Skate City – a bit small, isn't it? Population two?

WAY BACK in the mid-Eighties, the young gamers of the day could be found in the dingy arcade halls stuffing 10 pence pieces into the dust encrusted arcade machines like Atari's sort-of-skateboarding-simulator *720°*. So, for a nostalgic gamesperson like myself, plugging a copy of Midway's version of *720°* into the back of my Game Boy Color almost brought a tear to my eye. Unfortunately, in spite of the initial warm glow of nostalgia, playing this game for a short while painfully indicates that time has not been particularly kind to *720°*.

You are placed in the role of a skateboarder, who needs to improve their deft foot and wooden plank-related skills to become the king of Skate City – which is where the main action takes place. Skate City itself stretches the 'city' term to its limits, as it is really no bigger than a town square, but it nonetheless forms the hub of activity for the game. From here you can visit stores to buy skateboarding equipment like helmets, shoes, boards and pads. The latter help improve your skateboarding ability, for instance, a new board will allow you to move a tad faster through the city.

However, like with most things in life, the improved skateboarding equipment on offer will cost you some hard-earned cash. To earn some money, you need to visit the four different parks – ramp, downhill, jump and slalom – enter the related challenges and, in theory, qualify. This is harder than it sounds, as the control system is very sensitive, and it is far too easy to find yourself falling off ramps, colliding with obstacles, or simply heading off in the wrong direction.

The antiquated control system is where *720°* really falls down like a precariously balanced crate of Pepsi Max on a rickety skateboard. *720°*'s frustration factor runs extremely high, and coupled with the fact that the game has really not aged well, there is very little to recommend this title. It would have been a better idea if Midway had updated the game to make use of the Game Boy Color's capabilities, or at least have included some other 'classic' Atari titles on the same cart – *Gauntlet* and *Paperboy* would have been good choices. This interpretation of an extreme sport is extremely poor value for money.

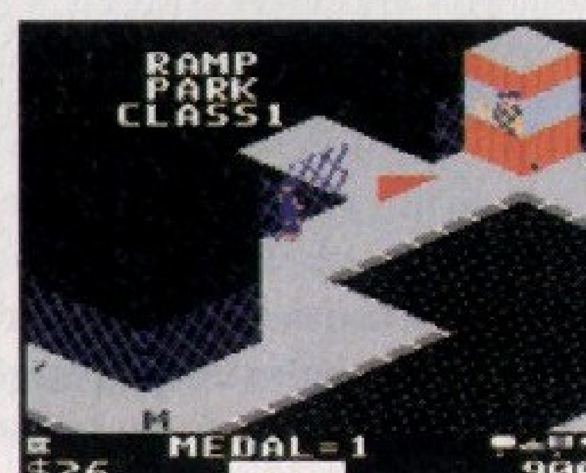


▲ You need a very steady set of fingers when it comes to the slalom park – it's too easy to fall off the edge of the ramp.

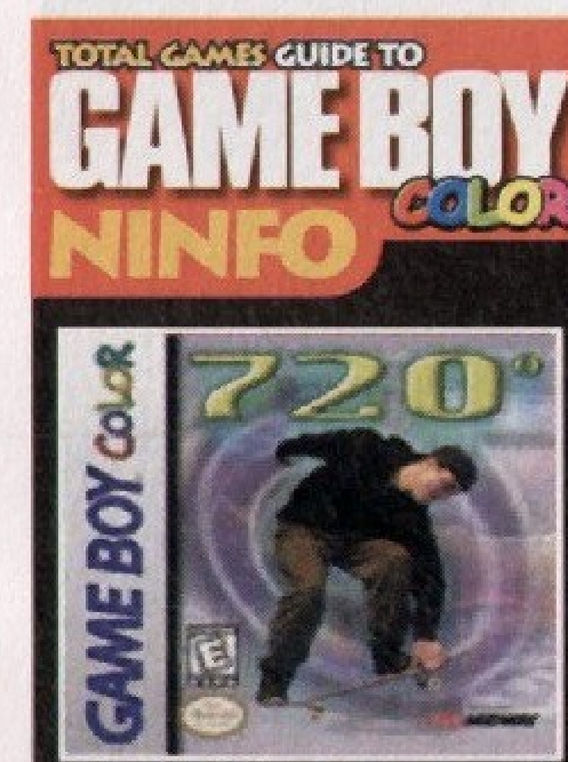


▲ This is the screen you'll see everytime you finish a board park challenge. A good performance pays off!



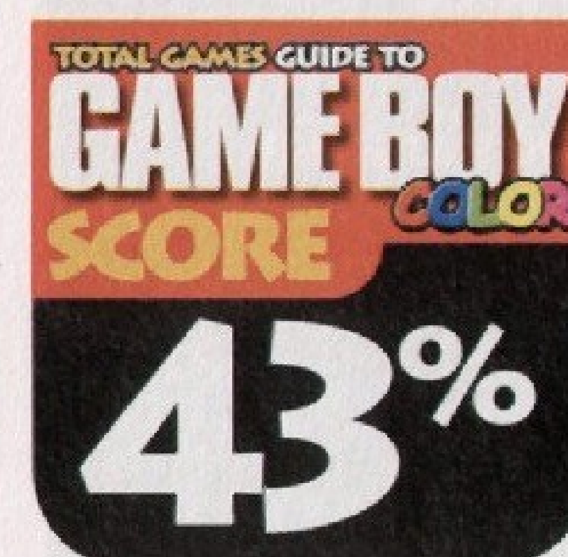


TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



720°

PRICE	£24.99
PUBLISHER	Nintendo
RELEASE DATE	Out now
GENRE	Arcade



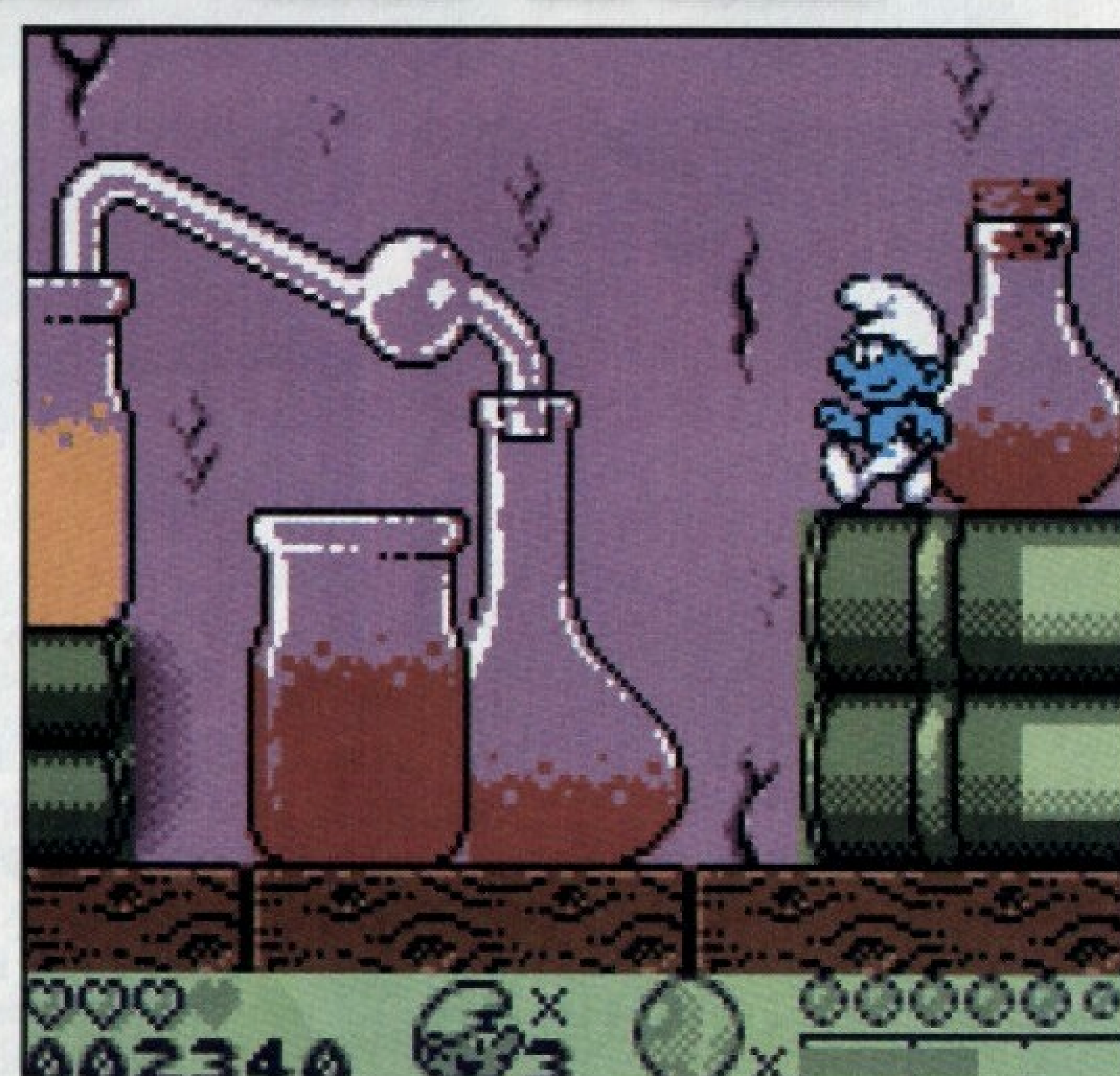
WHERE ARE YOU ALL COMING FROM?

THE SMURFS' NIGHTMARE





▲ The sub-games come as welcome relief from the endless platform levels. Here we see our hero Smurf punching presents – don't ask why.



▲ Infogrames have made good use of the 56 colour palette tucked away inside the Game Boy Color.





▲ No game is complete without a swimming section.

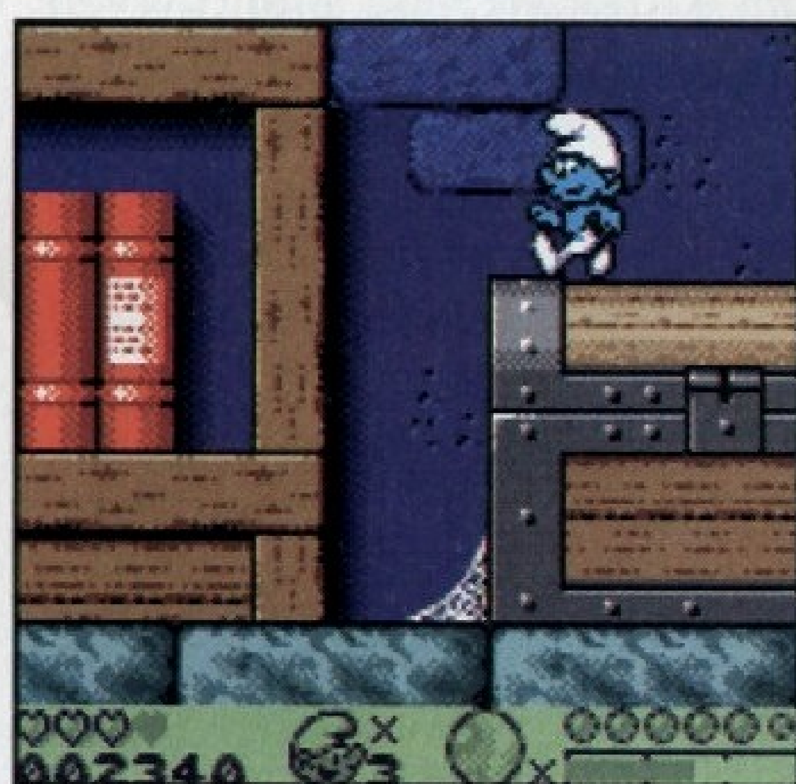
WITH A name like *The Smurfs' Nightmare* and a central character called Hefty Smurf, you begin to wonder if even the developers are taking this project seriously. I mean, I dimly remember the Smurfs as having a sufficiently diverse range of characters to populate an entire shelf of my brother's bedroom. From Hammer Smurf to Hang-glider Smurf, it's difficult to think of a less enticing platforming hero than Hefty Smurf.

Still, at least the scenario is moderately interesting with a spell having plunged the inhabitants of Smurf village into their worst nightmares. The singular exception is our friend Hefty. Fortunately, he doesn't look overly hefty – to tell the truth he looks indistinguishable from any other smurf and proves to be reasonably nippy and responsive in play. As for the game itself, it nods to modernity with the suggestion of a non-linear structure: to complete the game you must visit six Smurf homes. You can walk past all these homes right from the start – you can also visit three of the four characters/objects that lead to the four special sequences. Unfortunately, visit is about all you can do. The first key that appears unlocks just one door – to the first home on the left. Entering this humble abode accesses The Kitchen Of Danger, an identikit collection of platforms, corkscrewing lifts, moving platforms (plates) and a cast of characters

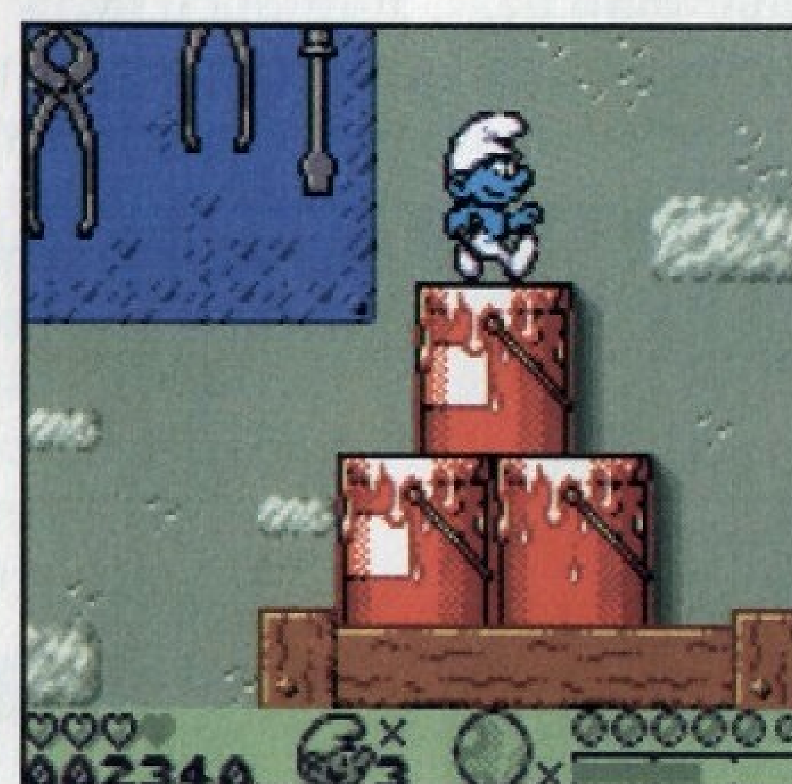


THE SMURFS' NIGHTMARE

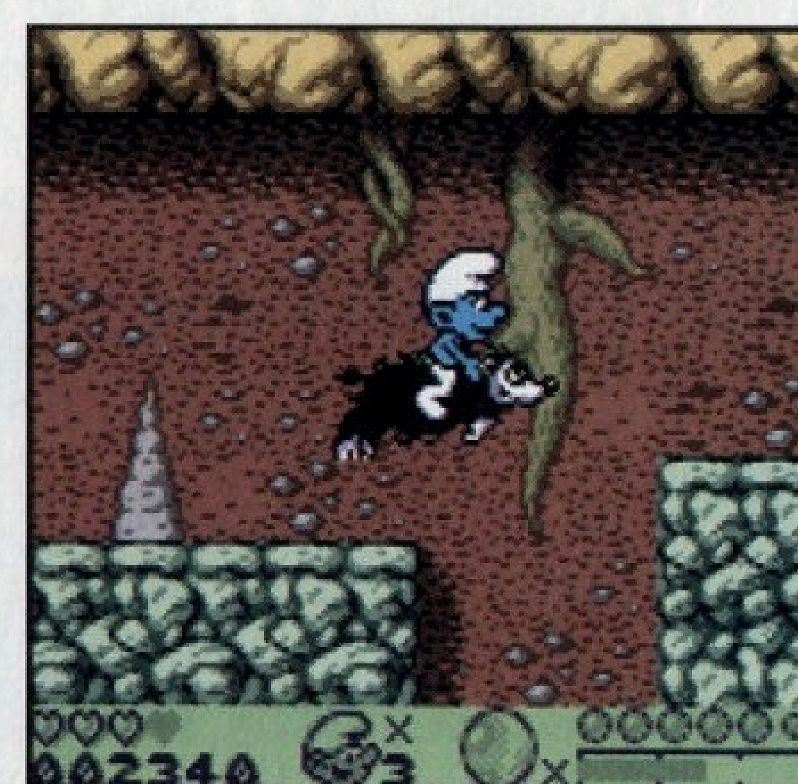
PRICE	£24.99
PUBLISHER	Infogrames
RELEASE DATE	Out now
GENRE	Platform



▲ It's always worth exploring the various levels in depth, so as to uncover more Sasparilla leaves – but sadly genuine surprises and secrets are few.



▲ Hefty Smurf visits Workbench Gone Mad; as nightmares go it's rather lacking in the spine-tingling department, unless you're platform-phobic!



▲ The Mole's Burrow is a simplistic, forced scroll sub-game which looks nice, but hardly pushes the boundaries of gameplay innovation.





▲ The Rabbit Ride is another bonus game and features perhaps the best graphics in the game, hinting at better games to come.



▲ The Bottomless Well isn't perhaps the most enticing name for a bonus level, it adds variety but little originality to this entertaining but limited release.



▲ The Library Of Fear is reminscent of Mario 64's haunted house level… but squashed flat and with several dimensions less fun.

which seem lifted direct from Eighties arcade classic *Burgertime*. As you'd expect the first level passes easily enough, but as you progress difficulty rises and you start to die: which boots you straight back to the start of the level with all objects back to their starting positions. Haven't we advanced a bit further than this in game design?

The Smurf's Nightmare isn't entirely without innovation. By collecting Sasparilla Leaves, you not only work toward gaining access to an end-level bonus game, but also increase the height of Hefty Smurf's jumps (if you double-tap jump). This is a neat enough idea, although ultimately it's just another tool to force you back into replaying earlier (not amazingly entertaining) sections to find Sasparilla leaves. Moreover, the bonus game is barely a treat – being the very definition of the word simplistic: move left/right and press punch to unlock the falling objects.

Otherwise, it's much as you'd expect with potions to restore energy, provide temporary invulnerability, freeze enemies and even permanently add an extra heart to your energy bar. The Smurf himself is generally limited to the standard walk and jump functions, with enemies being despatched by jumping on their heads. The Smurf can also duck, push objects and operate levers. Soap bubbles can lift him to higher levels, while more dramatically he can gain wings with which to fly and a rocket to boost him higher.

To give a flavour of what follows The Kitchen Of Danger, consider; The Library Of Fear, Mysterious Planet, Haunted Manor, Workbench Gone Mad and Laboratory Of Hell. If that sounds intriguing enough to overcome Smurfophobia, be warned in the early stages at least gameplay is effective, but less than inspired with no hidden areas or treats or spectacular end-level bosses. Fun but not overly so and Infogrames have decided not to splash out on battery back-up memory, instead plumping for a 'password' save system which consists of remembering three Smurf's heads!

The bonus games consist of The Bottomless Well (Smurf goes swimming), The Flood Wave (Smurf running ahead of wave with springs for added bounce), The Mole's Burrow (Smurf riding mole) and The Rabbit Ride (Smurf riding rabbit with forced scroll to keep up the pace). The latter is noticeably more colourful and dramatic than early platforming levels, but once again gameplay is unoriginal as a less challenging steal from Rare's *Battletoads*.

In short, *The Smurf's Nightmare* is a professional but – in gameplay terms – somewhat dreary platformer clone. Then again, as the PR sheet proudly boasts *The Smurf's Nightmare* is one of the first titles exclusively for the Game Boy Color. Point of fact, the game does look pretty good with a very clean, effective look which exploits the 56-colour palette to be inarguably colourful, albeit in a restrained easy on the eye fashion which never interferes with gameplay. The soundtrack is, well, appropriate to the game's title which is about all you can ask: upbeat and cheerful but thankfully not hinting at any of their 'hit' singles.

To conclude, *The Smurf's Nightmare* is one of the few titles I've seen which has English has a third language – behind French and German. This rather suggests that – like Plastic Bertron – this is a Gallic export even its makers don't expect to do too well over here, even if kids might initially prefer its bright colour over much superior, but monochromatic Game Boy offerings.



▲ Hefty Smurf uses a bubble to rise above an enemy and some deadly cracked egg shells… the horror, the horror!

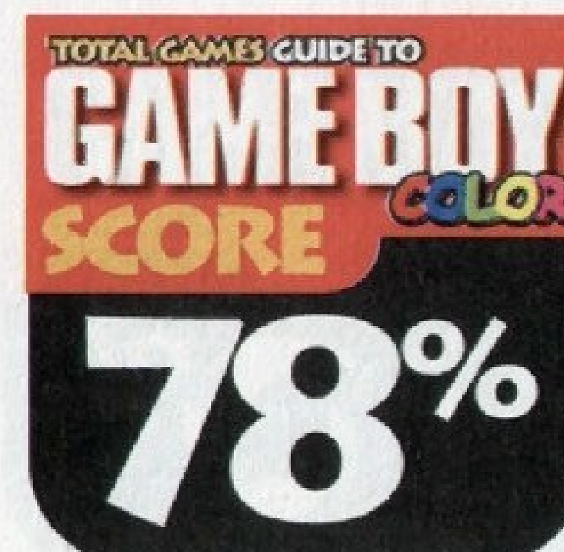






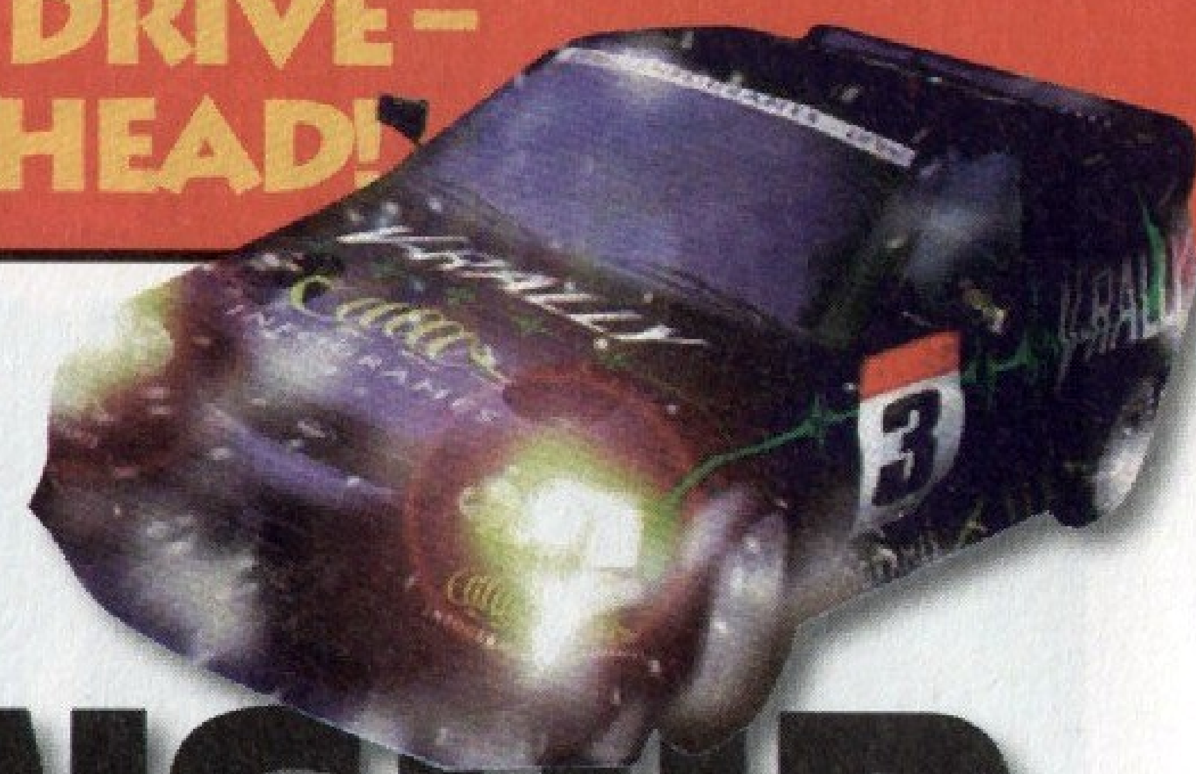
▲ Collect enough Sasparilla Leaves and Hefty Smurf can jump even higher.





TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE
78%

WE TAKE THE TWO NEWEST GAME BOY COLOR RALLY GAMES FOR A TEST DRIVE – HEAD TO HEAD!



FULL COLOR

V-RALLY CHAMPIONSHIP EDITION



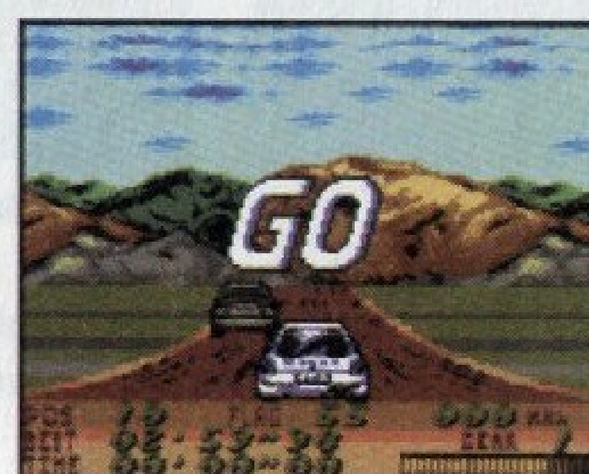
▲ These three modes greet you as you switch your trusty Game Boy Color on – Arcade mode is our fave. It's fast, furious and a lot of fun!

WHAT SORT OF games do you associate with the Game Boy Color? 2D platformers? Shoot-'em-ups? Puzzle games? One genre that you probably don't think of immediately is racing games. After all, the size of the Game Boy Color screen and its fairly limited processing power in this age of high-powered PCs and next-generation consoles doesn't really lend itself to producing exciting car games, does it? Well no, at least, not until now.

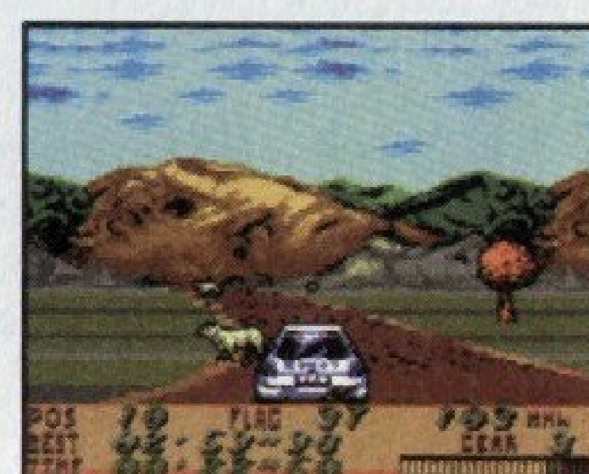
V-Rally first appeared on the PlayStation where it met with resounding success. It has since made an appearance on both the N64 and PC and now it's the turn of the Game Boy Color to get the Infogrames rallycross treatment.

V-Rally Championship Edition is a one-player racing game which let's you race a number of powerful rally cars across ten different tracks in and around Europe. Each track has different scenery and – more importantly – different surface conditions which can affect the performance of your car and thus make it essential that you choose the right vehicle. Basically if you've played *V-Rally* on any other format then you'll know what to expect.

In look, *V-Rally Championship Edition* is very reminiscent of racing games on the old 8-bit systems like the ZX Spectrum and the Commodore 64. The fairly simple track basically rolls past the car, changing height to indicate hills and ditches as you barrel round the various different landscapes.



▲ As the large letters suggest – GO! Catch up the car in front!



▲ A stray sheep can soon put you back a few places.



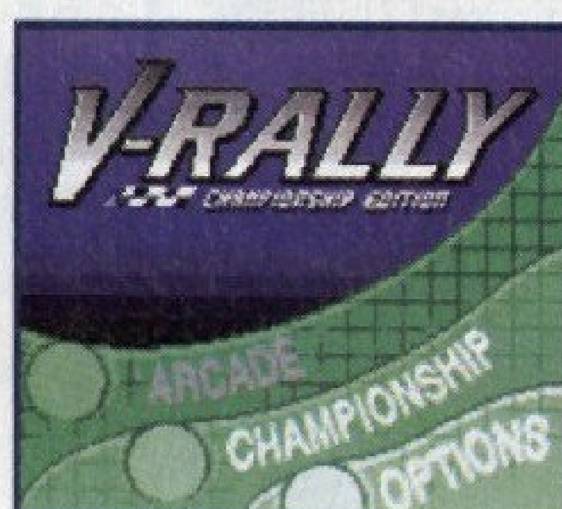
▲ There are cars for the French to drive...



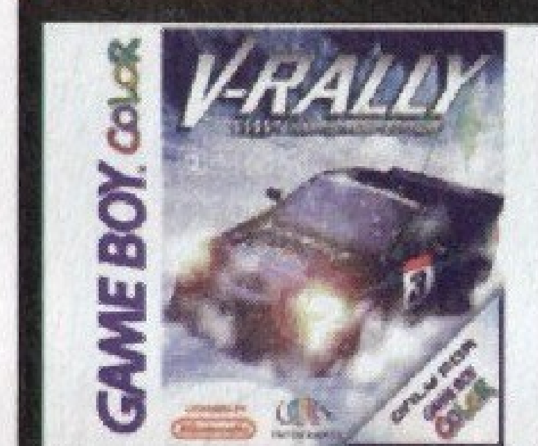
▲ ...and cars for the Japanese – what about a Ford Cortina?

The cars themselves are outstanding. They're big, very well animated and give the game a real racing 'feel'. The varied track conditions make the game more interesting and there's a definite feeling of speed when you're playing.

V-Rally Championship Edition is an extremely good game. Despite the limitations of the technology Infogrames have turned out a very polished product which plays well and is surprisingly addictive. Gameplay-wise this version is as enjoyable as the PlayStation incarnation and beats the rather disappointing N64 offering hands down. *V-Rally Championship Edition* is quite simply the best racing game on the Game Boy Color to date.

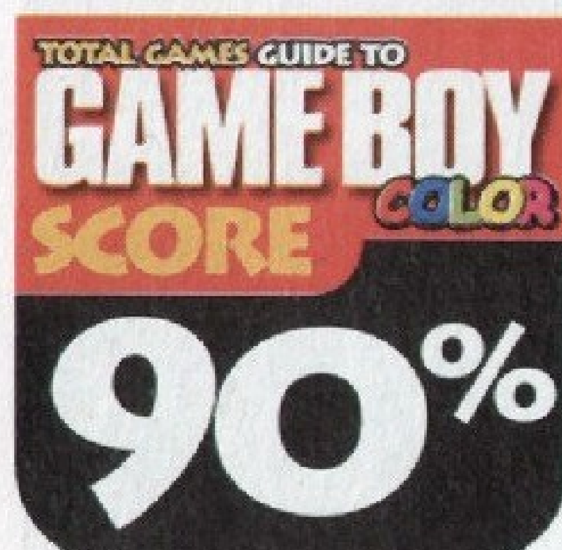


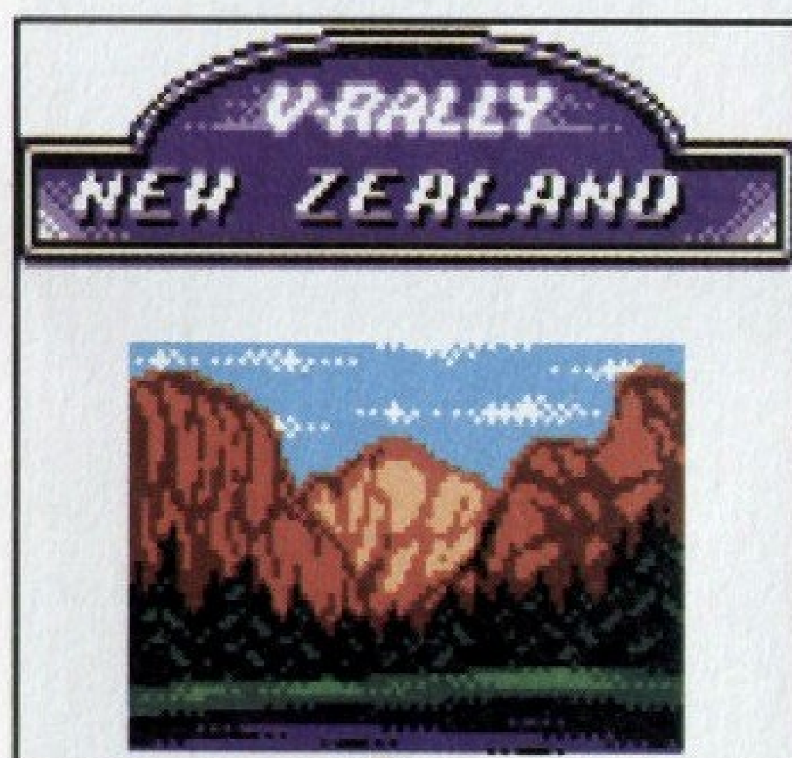




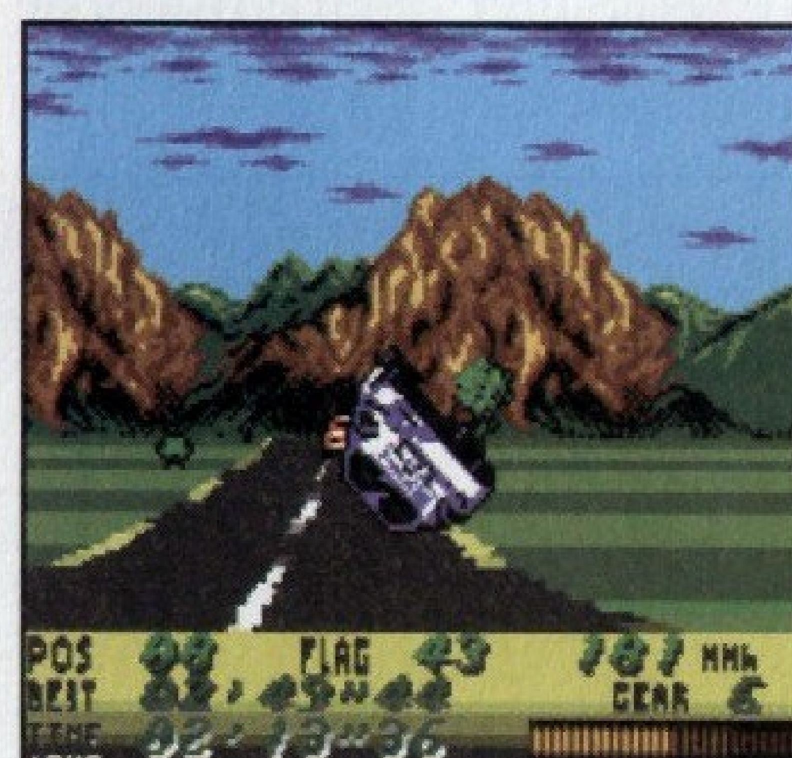
V-RALLY CHAMPIONSHIP EDITION

PRICE	£29.99
PUBLISHER	Infogrames
RELEASE DATE	Out now
GENRE	Racing

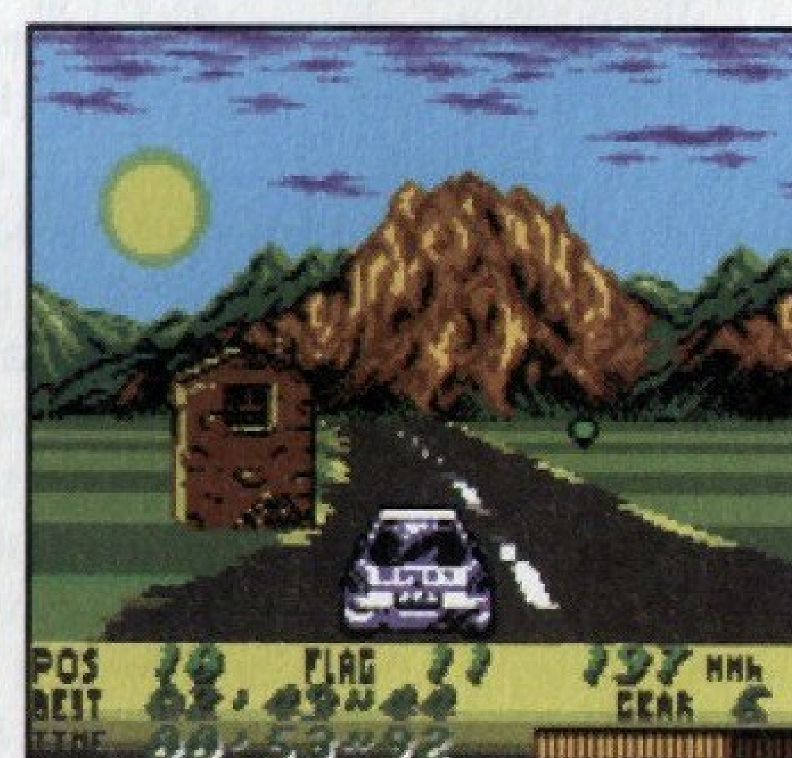




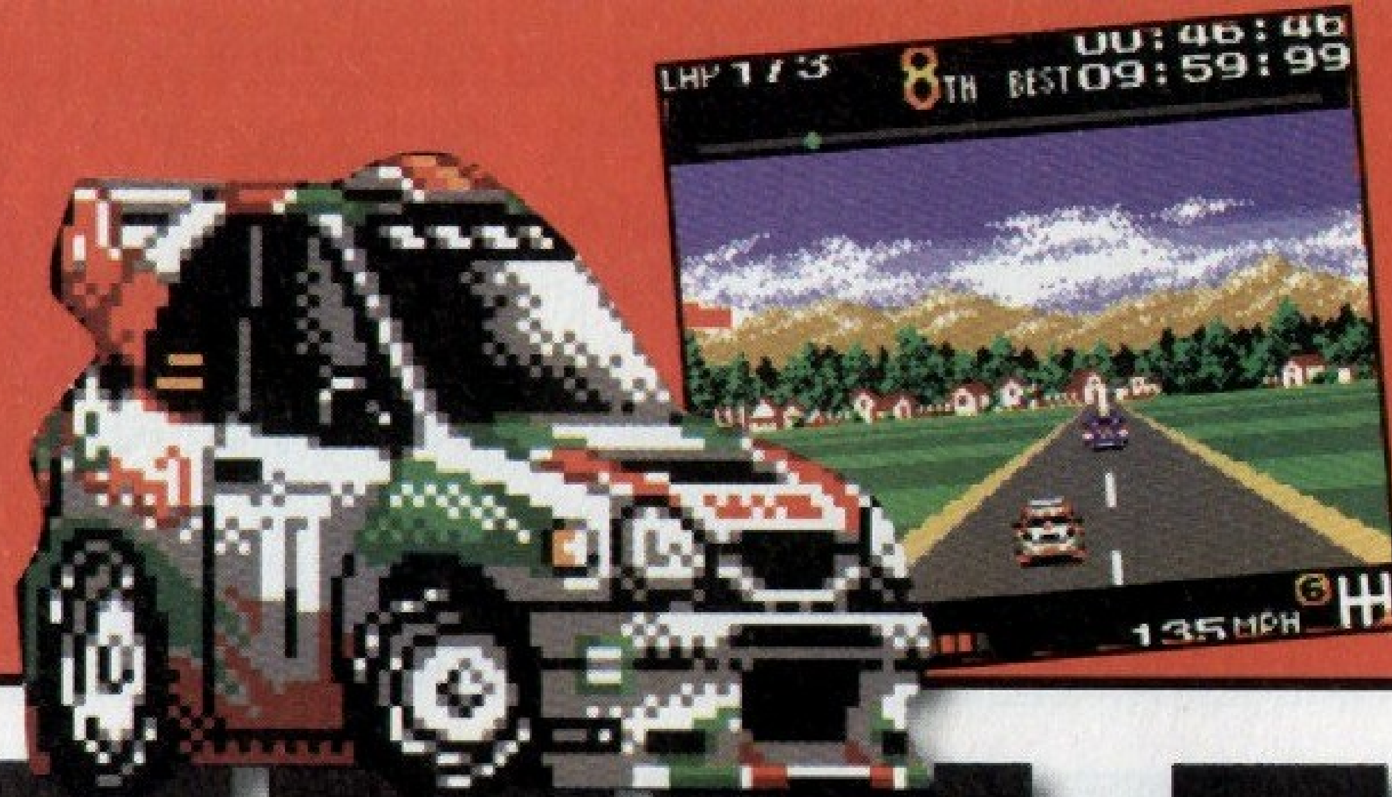
▲ Each track has it's own special intro picture. Obviously New Zealand is a land of large hills, trees and calm water!



▲ Whoa! The co-driver didn't warn you about that pebble in the middle of the road. Of course, in real life this would be the end of your race.

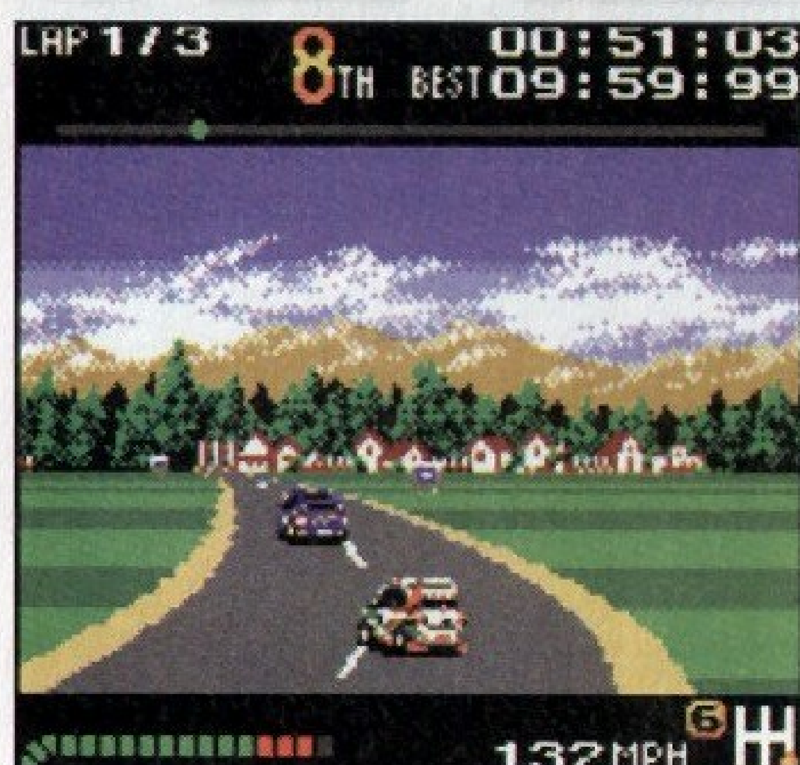


▲ The graphics are about as good as they can get on the Game Boy Color – the track bobs up and down and objects get larger as you get nearer.



RUMBLE RACE TOP GEAR RALLY





▲ Unlike the N64 version of Top Gear Rally the tracks aren't really that exciting. This bend is one of the highlights for example!



▲ The size of the cars just doesn't give you any feeling of really taking part in a rally. Even for the Game Boy Color this is a little dull.



▲ Just look at that long, straight road stretching off into the distance... hardly the sort of thing you see in real Rally Cross, is it?



▲ Here's something you don't see very often – another car! Rest assured it'll be gone before you know it.

RUMBLE RACE *Top Gear Rally* is the second rally game to appear on the Game Boy Color, although not by much it coming hot on the heels of V-Rally Championship Edition. Unfortunately Top Gear Rally fairly pales in comparison to the Infogrames game, for a number of reasons.

At first look both titles are very similar. Both employ the same style of animation with a stationary car and a track that moves past, rising and dropping to indicate hills and jumps. However while the tracks in V-Rally are quite varied and interesting, the ones in Top Gear Rally could best be described as 'long and boring'.

While V-Rally has gone for large, detailed cars, Top Gear Rally has instead chosen to go with small, 'super-deformed' ones. As a result what you actually get on screen looks like nothing so much as a misshapen blob which might be a car but doesn't give you any sensation of actually driving one. And as for speed... Top Gear Rally is just too slow. The cars accelerate far slower than the ones in the Infogrames game and although there are other, faster hidden cars to be unlocked there's just no incentive to search for them.

Even the sound in Top Gear Rally is inferior, the engine effect being a high-pitched repetitive noise which bears as much resemblance to a race-tuned rally engine as it does to demented car alarm.

Although Top Gear Rally is a far inferior rally game when compared with V-Rally, it does have the redeeming feature of a two-player link-up mode. If only the game itself was more exciting. As it is you probably won't be able to find anyone who'll want to play it with you, bearing in mind that you both have to have bought a copy of the game.

What might have made Top Gear Rally better and maybe given it a bit of an edge was the fact that it's the first Game Boy Color rumble pak game, the 'rumble effect' having been actually built into the game cartridge. Sadly the rumble is irritating more than it is stimulating and does little more than make an awful lot of noise. You get better vibration from a pager.

If you're after a rally game for the Game Boy Color, give Rumble Race Top Gear Rally a miss, grab a copy of V-Rally Championship Edition instead. There's just no contest.



▲ When you compare this screenshot to the V-Rally one on the preceding page you can see just how good V-Rally is!



▲ Round and round and round we go – where we stop... nobody cares! This game is just soooo boring!

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

RUMBLE RACE TOP GEAR RALLY

PRICE	£29.99
PUBLISHER	Nintendo
RELEASE DATE	Out Now
GENRE	Racing

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

55%

GAMES FROM YESTERYEAR ON YOUR GAME BOY!

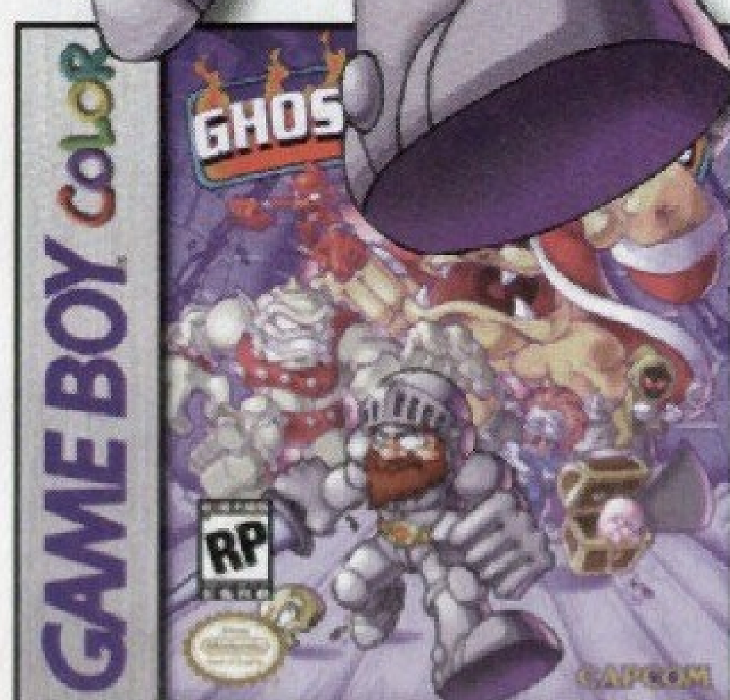
ARCADE

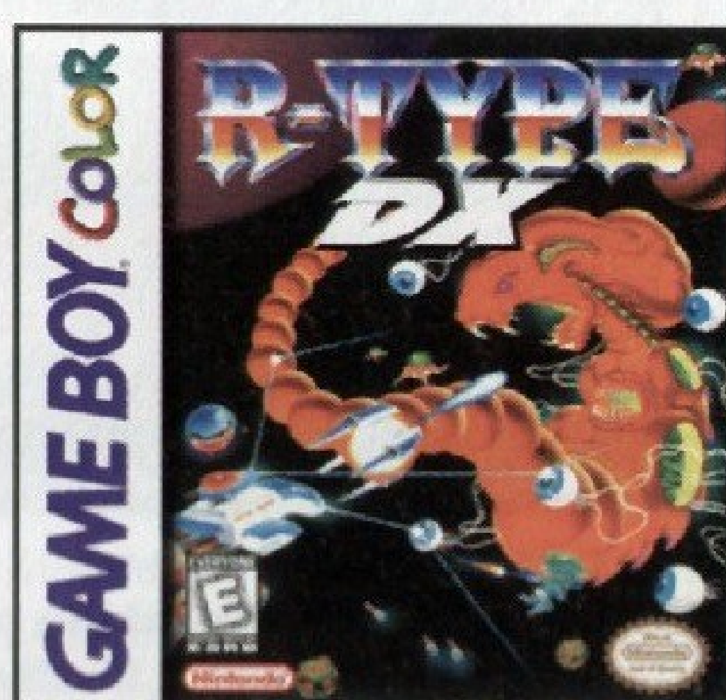


WHEN IT comes to playing arcade classics from the 80s, the Game Boy has been dealt a pretty poor hand compared to many other formats such as the PlayStation.

We've already reviewed *Centipede*, *Frogger* and *Breakout* in the last issue, but the floodgates are ready to burst open over the coming months as Midway, Capcom, Namco, Konami, Activision and Nintendo prepare a diminutive digital assault on our senses with some absolute gems from the halcyon days of gaming. Remember, this was when graphics played second fiddle to gameplay and you chucked ten pence into a coin-op instead of a quid.

So why don't you sit back and relax as we take you through our special feature heralding every new release for your own personal slice of retro-gaming heaven – all in glorious Game Boy Color!









MIDWAY



MIDWAY HAS BEEN RESPONSIBLE FOR SOME CORKERS, HERE'S THEIR NEW BATCH OF ARCADE GREATS...

Can *Paperboy* deliver? There's no reason why a perfect arcade copy can't be pulled out of the bag!

Paperboy

A huge hit in the arcades of the 80s, Midway has modified this paper throwing game into a great little cart. It features the same forced perspective view as you peddle like crazy along increasingly convoluted streets and parks to deliver the daily news. Make sure you deliver the absolute minimum number of papers or the angry residents will cancel their orders. Get the papers delivered while dodging the likes of potholes, kids and cars.

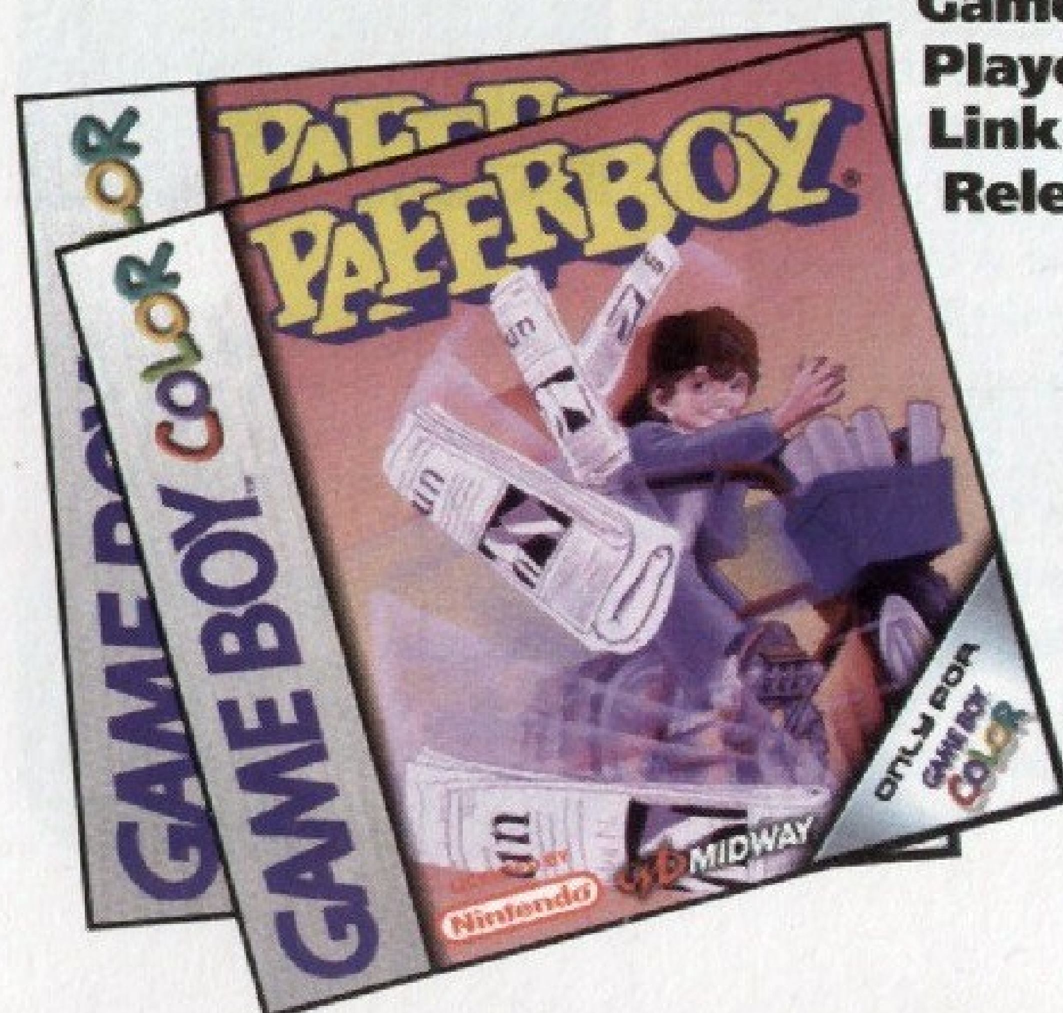
Game category: Arcade
Players: 1-2
Link cable: No
Release: Autumn

Grab serious air on the half-pipe park in *720°*. Improve your chances by buying new pads, boards and other equipment.

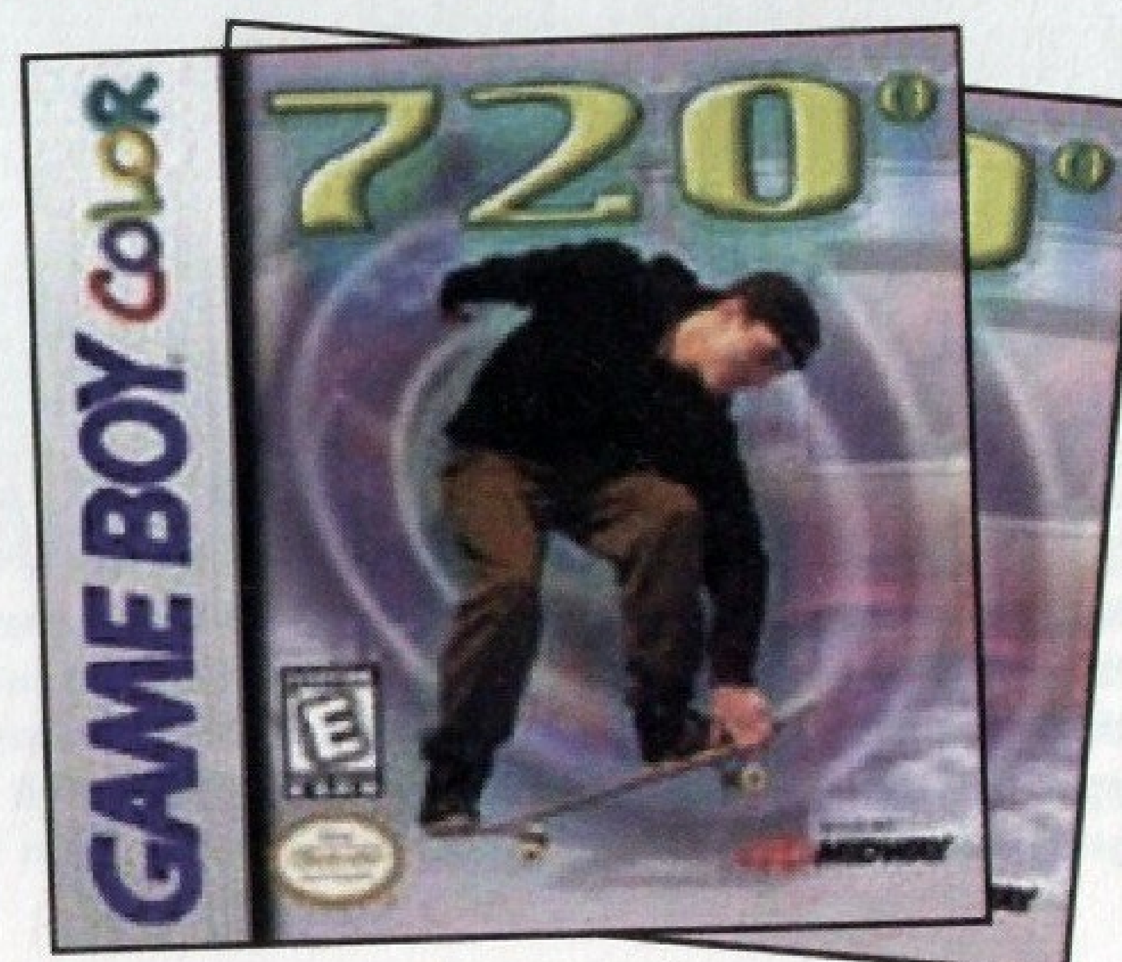
720°

Ride the tarmac in this faithful conversion of the arcade smash. Avoid rival skaters and traffic in Skate City on your way to four skate parks. The only way into these parks is by collecting tickets, but don't hang around too long or swarms of angry bees will chase you. Once inside a park you can show everybody what you're made of by skating the downhills, half-pipes, slaloms and ramps to gain medals, points and a bigger ego! *720°* – the only game to offer street cred on the Game Boy Color.

Game category: Arcade
Players: 1
Link cable: No
Release: Out now









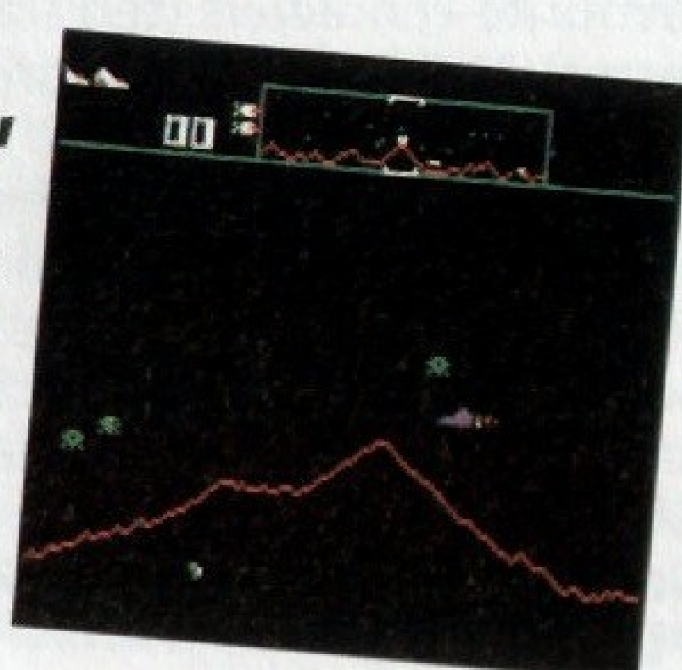




CLASSICS

ARCADE HITS: DEFENDER/JOUST

Game category: Compilation
Players: 1-2
Link cable: Yes
Release: Out now



A real arcade classic and the inspiration for many of today's top shoot-'em-ups.

Defender

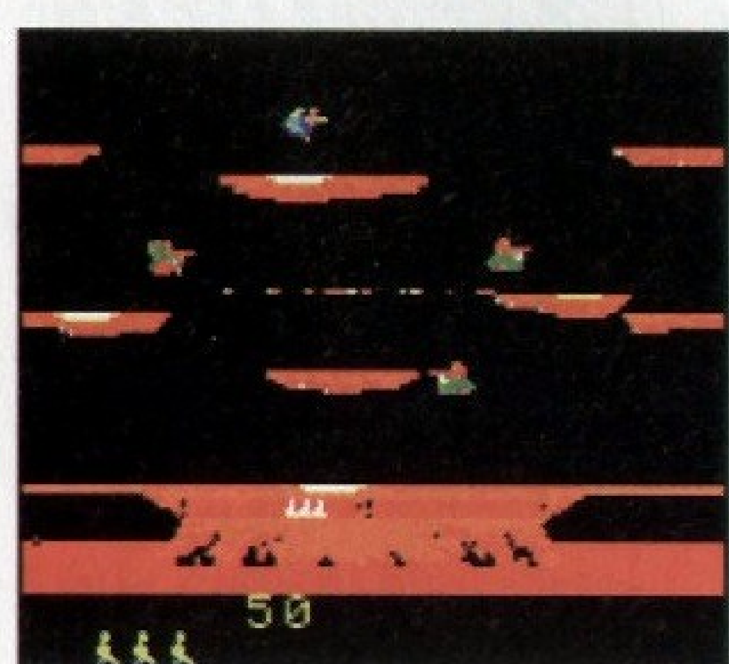
If arcade games were regency, defender would be king. Undoubtedly one of the defining moments in gaming history, it pits you against a hoard of invading alien mutants, landers, baiters, pods, bombers and swarmers, who're trying to abduct helpless human inhabitants. Your only form of defence is a ship armed with a single laser and limited smart bombs and a hyperspace facility. Most of the fun derives from the frantic blasting action, need for lightening reactions and the increasing ferocity and speed of the aliens as you progress through the levels. The catalyst for hundreds of shoot-'em-ups and a true classic.



It's surreal and simple. Stay alive by knocking rival jousters and other strange creatures out of the air with a javelin.

Joust

As a knight of old riding atop a giant bird of prey, you have to knock your opponents with nothing more than a javelin. Duelling in mid-air is just one of the objectives while trying to keep your ride as it passes over cliffs and lava pools. In later levels bounders, hunters, lava trolls and screeching pterodactyl will try to knock you off into oblivion. In the Game Boy Color version you can go head-to-head thanks to the inclusion of a link cable option. Just hook it up it and you're ready for some egg-smashing, javelin poking fun!



ARCADE HITS: SPY HUNTER/MOON PATROL

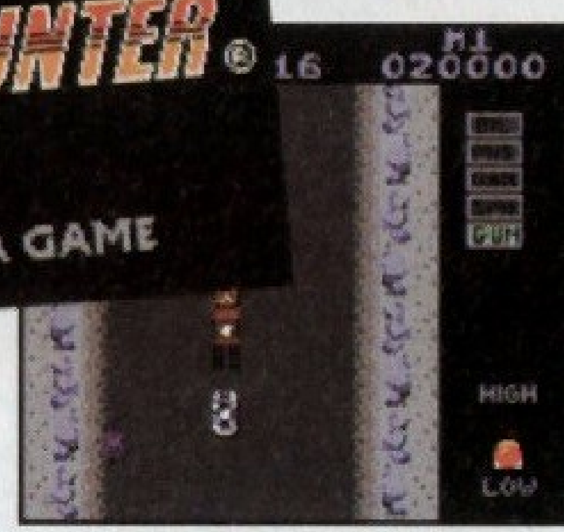
Game category: Compilation
Players: 1
Link cable: No
Release Date: Out now

Take to the roads and become a demon driver as you blow away everything in your path.



Spy Hunter

Midway's second double pack features another favourite here at the Game Boy Color office – *Spy Hunter*. In what looks like being a faithful conversion of the highly acclaimed original, players take on enemy agents with an assortment of top-secret weapons! As you tear up the roads in a turbo-charged sports car machine guns, missiles, smoke screens and oil slicks all play an important role in this high-speed espionage racer. Danger is around every corner and it's not only the roads that are treacherous. Before long, you've dumped your car for a power boat and have to fend off attackers from the water and from above. Bring on the enemies! Keep an eye out for the deadly Switchblade, Road Lord, Doctor Torpedo and the Mad Bomber – but miss the weapons van at your own peril!

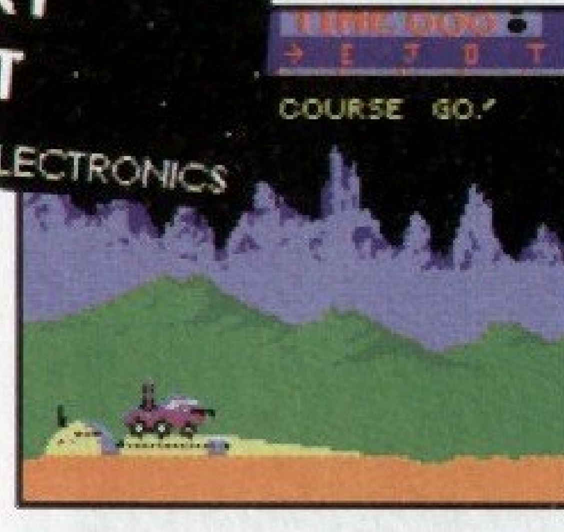

▲ Spy Hunter has many gaming fans around the world – it's a classic!

Prepare for some buggy nights as you negotiate massive craters, alien UFOs and other ground-based targets in this six-wheeled off-road action!

Moon Patrol

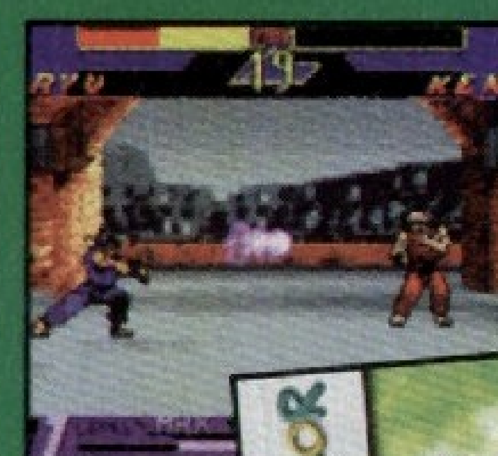
For lampooning lunar madness, *Moon Patrol* is hard to beat. Navigate a bouncing, weapon-laden buggy across the vast open surfaces of the moon while leaping giant craters and avoiding huge rocks that threaten to smash your ride to smithereens. Steering the buggy is just part of your task though, because the threat from the skies is even greater. Pesky UFOs dance around your craft and bombard you relentlessly and ground patrols try their utmost to stop you reaching your goal. As if that wasn't enough, crater aliens leap out at the most inopportune moments and the clock is always ticking as you race through 26 different checkpoints, encountering increasingly hostile terrain the further you get.



▲ They're all coming back to haunt us – the arcade games from the grave!





CAPCOM

FOLLOWING CLOSELY IN MIDWAY'S WAKE IS CAPCOM – THE ARCADE SPECIALISTS WITH A STRING OF HITS LONGER THAN ALMOST ANYONE!




▲ There's nothing quite like a simple shoot-'em-up to take away the stresses of the day.

Wipe out wave after wave of incoming planes and ships in this power-up extravaganza, featuring loop-the-loops and a link-up option.

1942

A massive hit in the arcades and on the Super NES, *1942* is a simple, but maddeningly addictive, vertical shoot-'em-up. It's pure, unfettered blasting action and instantly accessible to one or two players via the link cable.

Take to the great blue yonder dodging the swarms of enemy planes, pulling off loop-the-loops and picking up power-ups to increase fire power. Stuffed into this action-filled version of the original are 32 levels of plane-busting mayhem



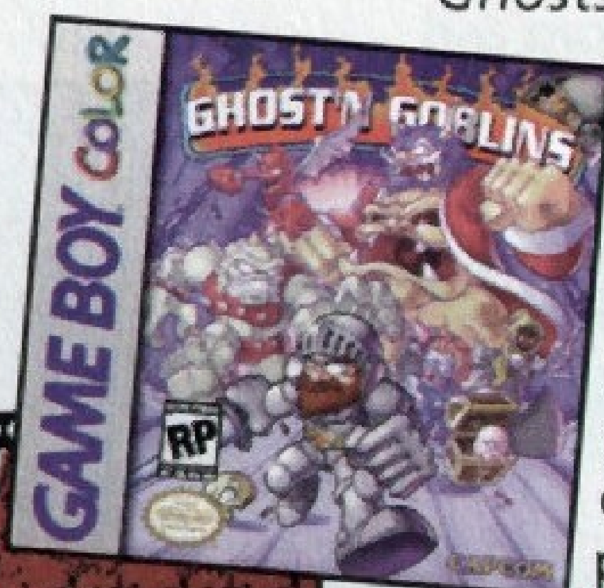
On later levels, battleships and smaller water-based craft attempt to take you out, but the pièce de résistance is the end of level boss planes, which require more than a light peppering to take out.

Game category: Shoot-'em-up
Players: 1-2
Link cable: Yes
Release date: November

Seven levels of intense platform spookiness await any knight brave enough to take on the hoards of undead zombies, ghosts and ghouls in this arcade classic.

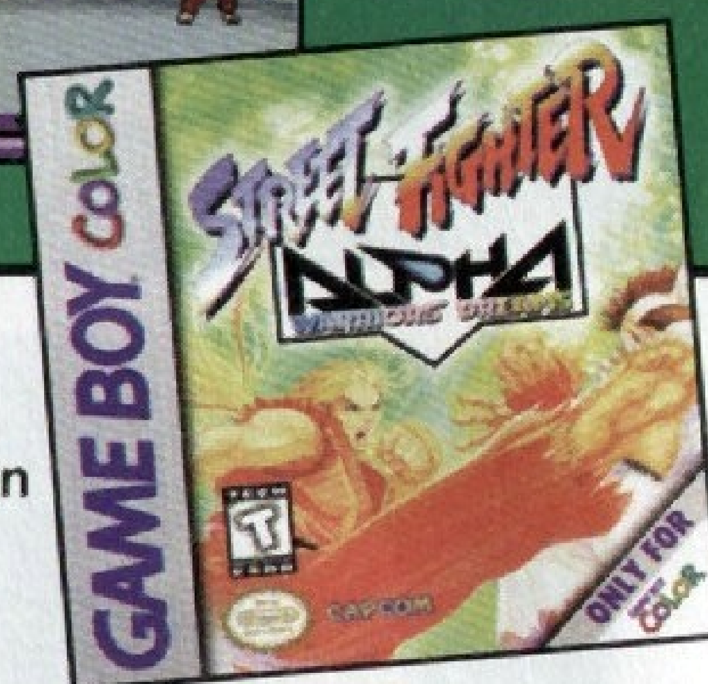
Ghosts'n Goblins

Long before Capcom scared punters with the horrific *Resident Evil*, there was *Ghosts'n Goblins* – a simplistic sideways scrolling platform romp which featured (for the time) state-of-the-art visuals and an excellent soundtrack. In 1986 it was converted from the arcade to the Super NES, now a decade later the next generation of gamers can sample the delights of the tough, but ultra-playable platformer. Players control the heroic Sir Arthur as he embarks on a quest to save his girlfriend through seven levels of zombies, gargoyles, flying demons and giant ogres. Can he survive the journey through the haunted countryside and outwit the fiendish traps and enemies? To aid him in his adventures, he can collect money, weapons, health, powerful armour and other pick-ups, so he's get more than a fair chance of success.





Game category: Shoot-'em-up
Players: 1
Link cable: No
Release date: November



Take on 13 of the most deadly fighters in this amazingly-accurate version of the arcade classic.

Street Fighter Alpha:

The entire *Street Fighter* series has a massive following and that is set to be extended by the release of *Street Fighter Alpha* on Game Boy Color in the Autumn! All of the moves and attacks such as Super Combos and Alpha Counters will make it, as will 13 of our favourite characters (ten standard and three secret). Yes Chun Li, Ken and Ryu all make the cut. As you can see above, the graphics look excellent and we expect the action to be slick and smooth too. In addition, a training mode allows players to hone strategies and combos. Best of all though, will be the ability to link up for some two-player knuckle-splitting action with a friends. Wow!

Game category: Beat-'em-up
Players: 1-2
Link cable: Yes
Release date: November

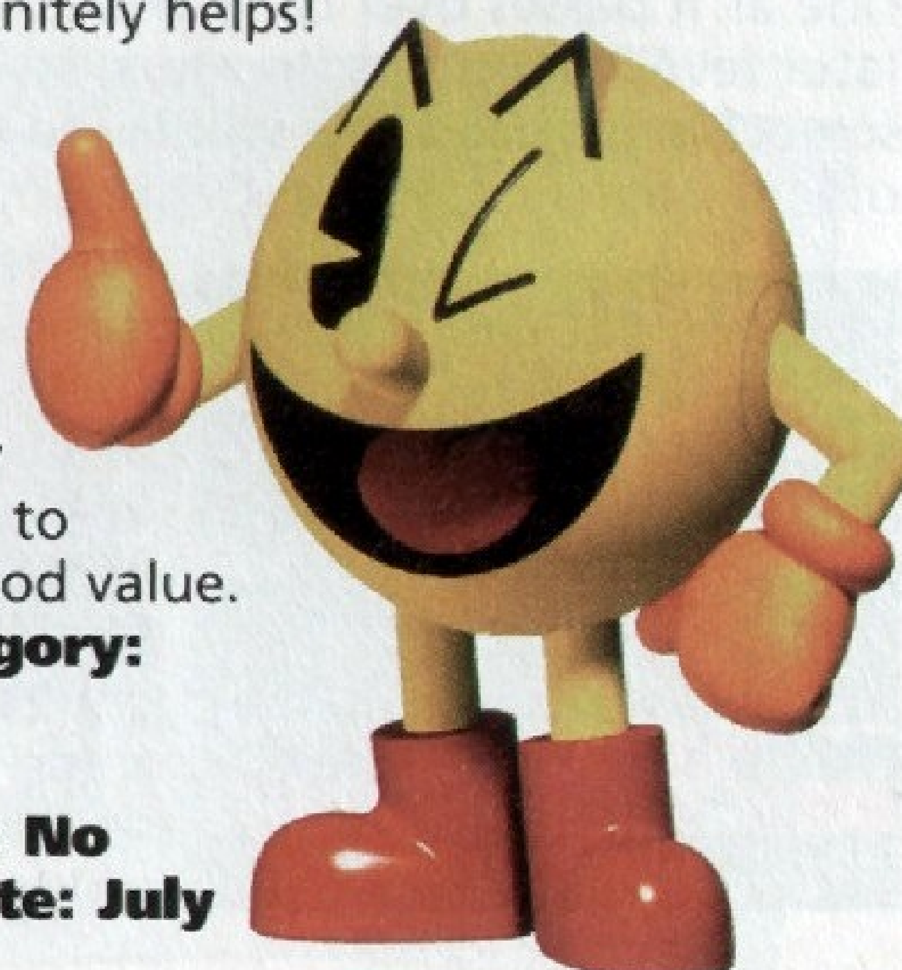
NAMCO

LIKE CAPCOM, NAMCO HAS A LONG TRADITION OF BRILLIANT ARCADE GAMES. LET'S HAVE A LOOK AT WHAT'S HOT TO TROT AS FAR AS RETRO-GAMING IS CONCERNED.

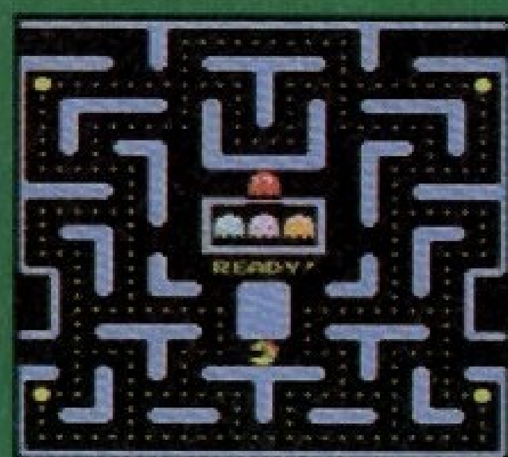
Control Namco's infamous yellow pill-gobbling critter as he negotiates fiendishly clever mazes to outwit the evil ghosts.

Pac-Man: Special Color Edition

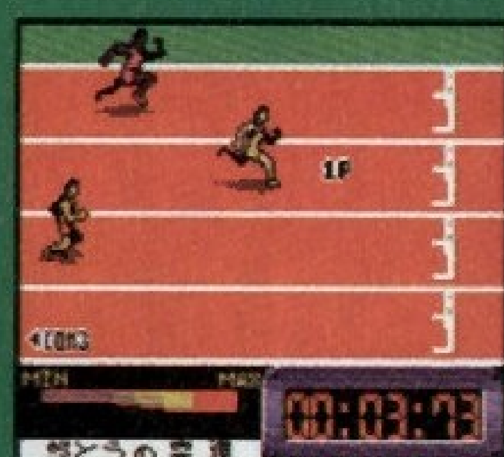
To coincide with the 20th anniversary of Pac-Man's original release in 1979 (heck, is it that long ago!), Capcom have decided to release two titles. The first of these is *Pac-Man: Special Color Edition*. The original is one of the best selling games ever for the Game Boy, and this version throws Pac's pill gobbling antics into colour for the very first time – it looks identical to the arcade game! Success depends on memorising every maze, but it soon gets tough and a photographic memory definitely helps! Included in the package is a *Tetris* derivative called *Pac-Attack*, so you can't say it isn't going to represent good value.



Game category: Arcade
Players: 1
Link cable: No
Release date: July







Ms. Pac-Man comes with *Super Pac-Man* built in – a zoomed-in version of the original classic.

Ms. Pac-Man: Special Color Edition

The second title to celebrate Pac's 20th anniversary, *Ms. Pac-Man* is another complete arcade game designed specifically for the Game Boy Color. Sporting slightly improved graphics, more colours, a bit of lipstick and a bow it's essentially more of the same.

There are more fiendish maze layouts than the original game, but Namco have managed to keep the game fast and fun. As with *Pac-Man: Special Color Edition* there's an extra game bundled with the package – *Super Pac-Man*. In this version gobbling up certain bonuses increases Pac's size and speed when chasing the scared ghosts. All of the action is zoomed in as well, so again this pack looks like great value.

Game category: Arcade
Players: 1
Link cable: No
Release date: September

KONAMI

KONAMI HAS ONLY ONE ACE UP IT'S SLEEVE, BUT IF INTERNATIONAL TRACK & FIELD PROVES TO BE A SUCCESS WHO KNOWS HOW MANY FANTASTIC TITLES FROM IT'S EXTENSIVE BACK CATALOGUE WILL MAKE IT TO OUR BELOVED LITTLE HAND-HELD?

Ten gruelling events await Game Boy Color armchair athletes in Konami's all-time classic.

International Track & Field

Are you ready to strive for that illusive gold medal? We can't wait for the specially designed conversion featuring ten events and the guarantee of sore fingers and thumbs! Konami's all-new *International Track & Field* should set everyone who beat the original a whole new decathlon challenge.

In true Olympic style players must heave the shot put, jump with a pole vault, throw the discus, run the 100 metre sprint, jump the long jump and do many, many more gruelling events to come out on top. You can even create an athlete in the all new 'Success Mode' and then put them through two years of intense training until they qualify for the State, Country and ultimately, the World championships.

Game category: Sports
Players: 1
Link cable: No
Release date: TBA

NINTENDO

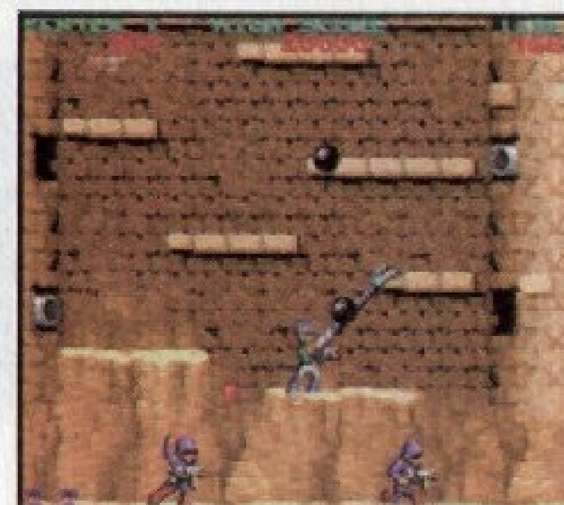
AS YOU'D EXPECT, THE MIGHTY NINTENDO AREN'T EXACTLY SHIRKING THE RETRO BAND WAGON DUTIES AS THESE TWO SUPERLATIVE TITLES DEMONSTRATE .

All-new levels, three different camera angles and specifically designed two-player levels look set to make *Bionic Commando* an instant classic (again)!

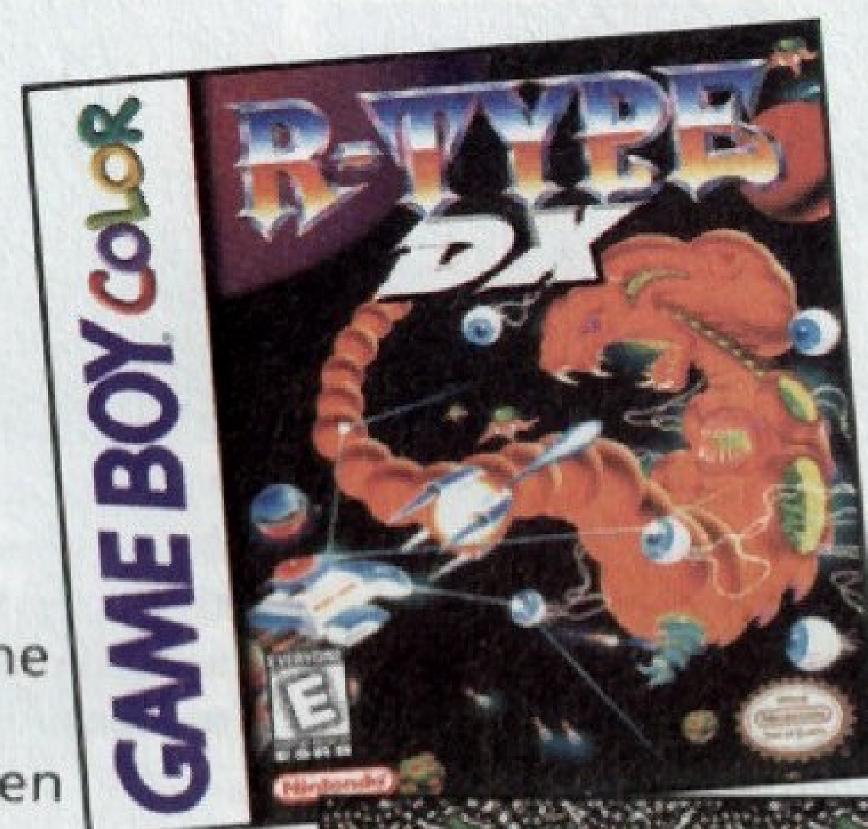
Bionic Commando

There's one aspect of Bionic Commando that sticks in the mind if you've played the original and that's the way you swing around each scrolling level and platform using a titular appendage. Put simply, it's great fun and we hope that the gameplay has been translated perfectly by Nintendo. The good news is an entire set of new levels, weapons and bosses have been designed to work specifically on Game Boy Color and the game features three new camera angles and new two-player options.

Game category: Platform
Players: 1-2
Link cable: Yes
Release: TBA



▲ The arcade version of Bionic Commando is still one of the best around.



Legions of genetic mutations await players in this brilliantly playable shoot-'em-up. Have you got what it takes to destroy everything the Bydo system can throw at you?

R-Type DX

Irem's original sideways scrolling shoot-'em-up was the first game to feature grotesque biologically engineered mutant creatures and a brilliantly conceived new weapon system allowing you build up a powerful charge before unleashing it on enemy ships. Now you'll be able to blast alien slime and avoid heavy doses of incoming plasma death by playing five (count 'em) *R-Type* games in a virtual museum.

Players can experience *R-Type* or *R-Type II* in the original black and white format, or play colour-enhanced versions. The fifth, *R-Type DX*, combines the first two for some of the most intense blasting ever seen on a Game Boy. Expect power-up heaven, massive oozing bosses and infinite continues (you'll need 'em)!

Game category: Shoot-'em-up
Players: 1
Link cable: No
Release date: June

SO WHAT DO YOU THINK? THERE ARE SOME TOP ARCADE CONVERSIONS COMING TO GAME BOY COLOR OVER THE COMING MONTHS – AND THE GREAT THING IS THAT YOU DON'T HAVE TO KEEP PUTTING COINS IN!





▲ The R-Type games are famous for their ingenious power-ups and non-stop blasting!





▲ With five games in one pack you're guaranteed value for money.

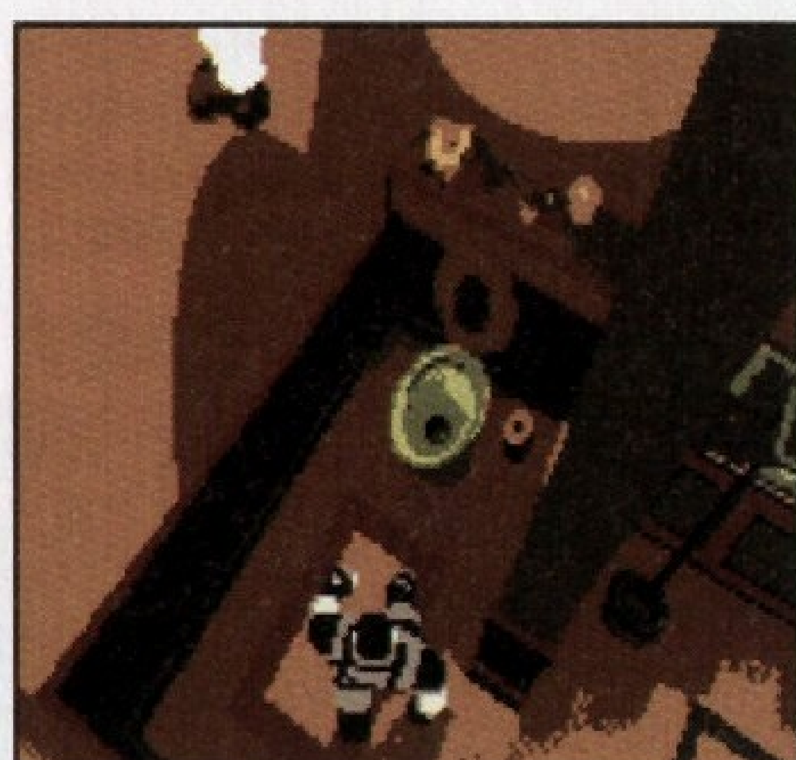
YOUR WORST NIGHTMARES ARE ABOUT TO BEGIN!



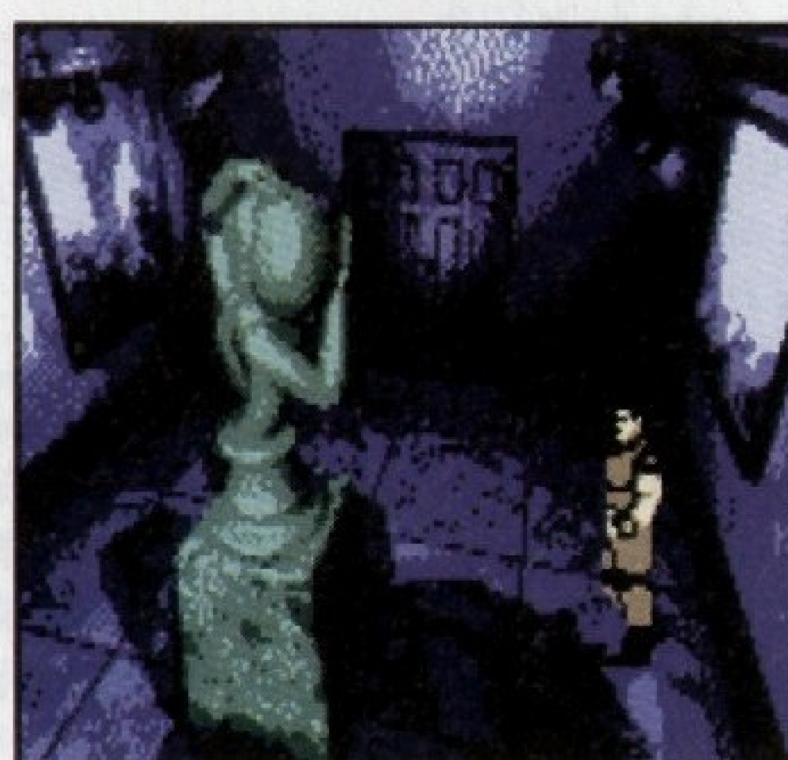
RESIDENT EVIL



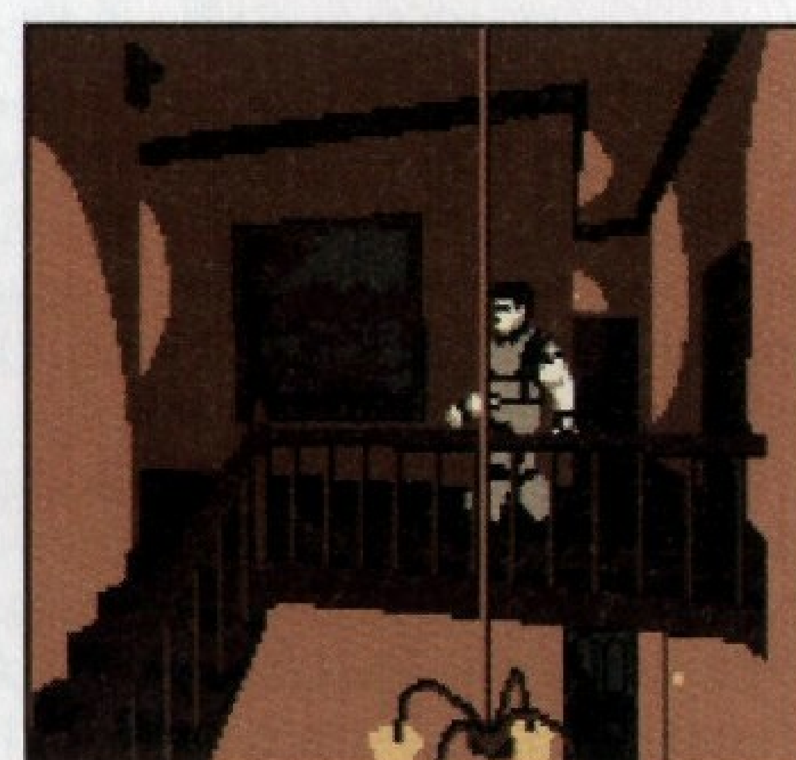




▲ Finally, our intrepid hero finds time to take a leak. It's the only break he'll get against the armies of the undead.



▲ Moving certain objects sometimes, just sometimes reveals hidden secrets. Hmm, that statue looks interesting. What if I...



▲ It's amazing how Capcom are managing to stuff so much detail – in all singing 3D into Resident Evil. It's a minor miracle!

OH BOY! OH BOY! Never in our wildest dreams (or should that be nightmares) did we envisage that the mother of all horror games, *Resident Evil*, would mosey-on-over to our humble handheld box of tricks. We know what your thinking – "It's a platform game, right?" Wrong! The Game Boy Color version has been developed entirely in 3D for an action adventure that'll leave you quaking under the bed sheets and clutching your teddy! There's not a sideways scrolling pixel-perfect ledge in sight – this is the real deal, directly translated from the gore-tastic PlayStation original.

How have they achieved such an improbable task? Well for starters, it's being coded in good old Blighty by HotGen studios, but for the uninitiated, who haven't seen or heard of the legendary game, a few words of warning – Resident Evil isn't for the feint hearted. Set within the confines of a secluded country mansion on the outskirts of Racoon City it centres around the hideous consequences that unfold as a result of a group of mad scientists conducting government-funded experiments with bio-technology. Eerie Indiana or what? Any self-respecting fans knows what happens in every cheap horror flick? Before you can say: "Glistening gib-steaks," hundreds of flesh-hungry zombies are coming at you from every angle. One thing's for sure, it's going to take more than Dyno-Rod and the local rat catcher to get rid of this particular breed of pest.

This sounds like a job for S.T.A.R.S. (Special Tactics And Rescue Services) and wouldn't you just know it – you're part of the team. You get to play as either Chris Redfield or Jill Valentine both adept at different skills, but they're pretty well matched and you'd better have the reactions of a cat on a hot tin roof to fend off the undead fiends. It's a question of survival and the ammo is pretty limited too, so hang onto those precious rounds.

We've got to take our collective hats off to the developers, because how they've conjured up the room to squeeze all of the original pre-rendered backgrounds and all the original characters onto a monstrous 4 Mbyte Game Boy Color ROM is nothing short of miraculous. Don't worry about losing any data when you switch off either, because a novel pause/save feature has been developed allowing players to keep the game paused, while the power is off. There's far more to *Resident Evil* than cutting a swathe through the ranks of relentless mutants (although we're the first to admit, this is the best part). Solving puzzles, disarming traps and discovering secret areas are vital to the cause if you are to survive.

The gore content is our only worry, in that we hope that there's bucketful's of the stuff! After all, this is what sold the original and we hope that the powers that be at Nintendo realise where the appeal lies. We'll keep the lights dimmed and the doors bolted until the full review, but rest (un)assured, *Resident Evil* is set to be a monster hit. Don't have nightmares...



TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

RESIDENT EVIL

PUBLISHER	Capcom
RELEASE DATE	October
GENRE	3D Action Horror



FAR FROM BEING TURNED INTO AN EXOTIC PAIR OF WINKLE-PICKERS, THE BOISTEROUS REPTILE IS BACK!



▲ New Gobbo tribes consist of Sailor, Cave, Nordic and Inca. Complete all your goals and secrets however, and a secret village appears.



▲ There's going to be absolutely stacks of things to do in each village including bosses to fight and secret levels to explore.



▲ Learn through conversation what Croc needs to do to succeed as the Gobbos are willing to help you out most of the time.





▲ Croc walks like an Egyptian in this distinctly sandy environment.

CROC 2



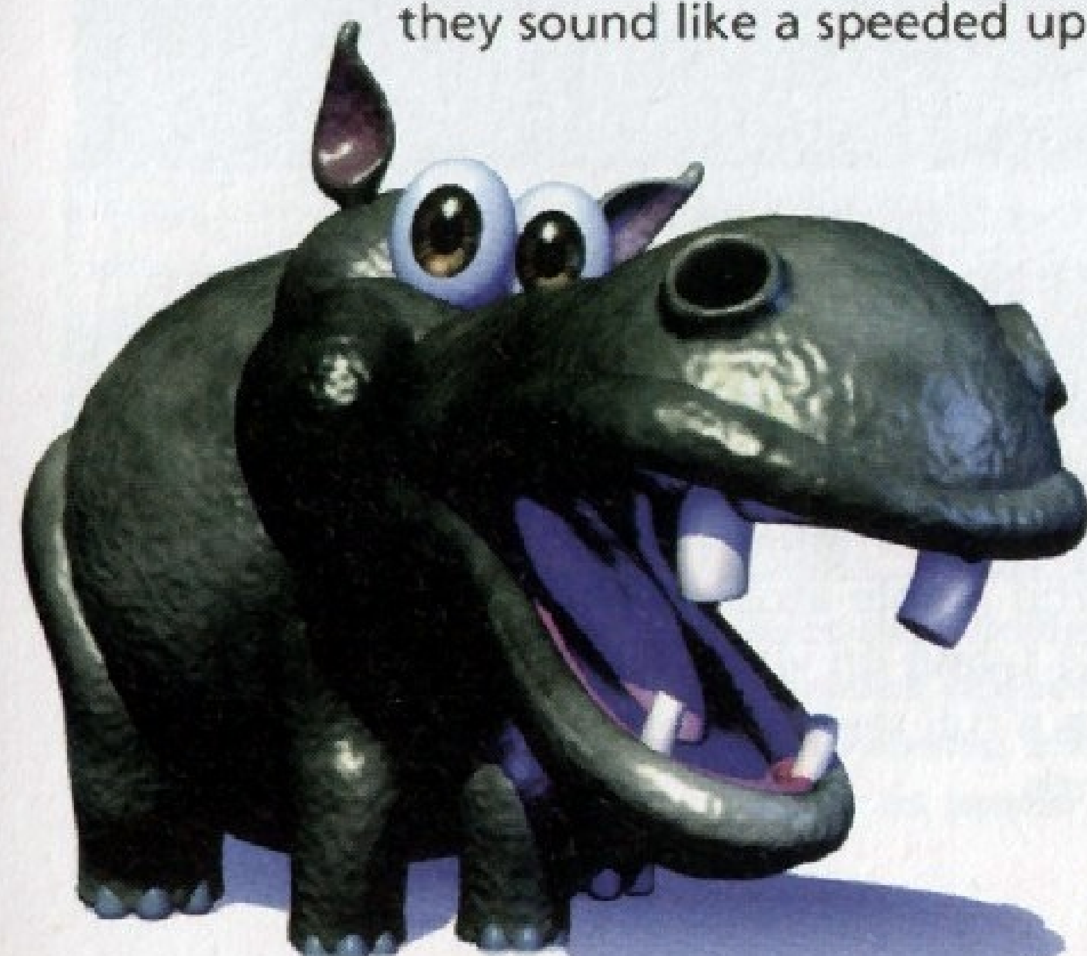
CROC – the mono-toothed, mischievous young crocodile, with eyes so big he could have starred in a Manga cartoon and spawned a whole new range of fluffy toys, makes his second appearance on Game Boy, only this time he's in glorious Game Boy Color. He may not be sporting the all-round lush 3D of his PlayStation cousin, but the side scrolling action looks crisp, smooth and contains many of the features found on more powerful systems, as we'll explain later.

Expanding on the original storyline of *Croc*, the adorable scaly critter is trying to discover the whereabouts of his long lost parents. On his way to Gobbos Island, Croc bumps into old friend and arch nemesis Baron Dante, who has been up to his old tricks again scaring the Gobbos. This time he's kidnapped all the Gobbo Kings, so while Croc's preoccupied with finding his parents, he agrees to help save the Kings by revealing hidden secrets and clues. Perhaps the grateful Gobbos will help you in return.

This time around, there are four resplendent new Gobbo tribes plus a secret village to save, but this area can only be opened up once the first four have been completed. In total we can look forward to 40 levels of play and this time you'll get to communicate with Gobbos throughout – although they sound like a speeded up version of Cousin It from The Adam's Family most of the time.

A sequel wouldn't be a sequel without a range of new moves and abilities, so it'll come as no surprise that *Croc 2* features a boost triple jump, power flip, hanging, Croccy paddle and rope swing. He's obviously been down to the gym such is his new found athletic ability. During this exciting new adventure Croc gets to race in a go-kart, flies a hang glider, jets around in a speed boat, hangs on for grim life in an Indiana Jones-style mine cart and takes in the majestic vistas around him in a hot air balloon. He's quite a guy this little crocodile! This time objects can be hurled around the screen to discover hidden clues, besides being able to leggit along pathways and scurry below ground for a few subterranean adventures. By visiting shops a certain stages, you'll also be able to trade any crystals you've picked up along the way for extra power-ups and bonus items such as Gummi jumps – these basically allow Croc to leap high into the air where previously inaccessible areas can be reached. Best of all are the brand new bosses who aren't gonna let you by without a fight. Our favourite is Soveena the squid, who actually quite fancies Croc, but she's got a funny way of showing it! One thing's for sure, Croc will have his paws full in this new adventure, but with so many new features, our guess is you'll snap it up after our review next issue.







TOTAL GAMES GUIDE GAME BOY COLOR NINFO

FOX INTERACTIVE

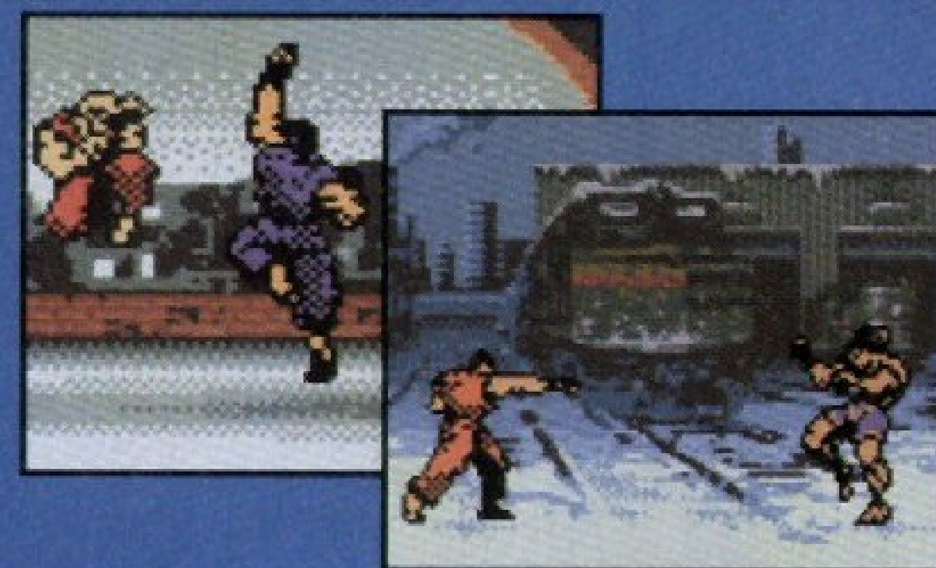
CROC 2

PUBLISHER Fox Interactive

RELEASE DATE June

GENRE Adventure

TAKE A WALK ON THE WILD SIDE!



STREET FIGHTER ALPHA

FULL COLOR

IT'S CRUNCH TIME as the most famous beat-'em-up of all time hurtles onto Game Boy. And the stunning news is *Street Fighter Alpha* features all of the moves and combination attacks such as Super Combos and Alpha Counters that we all loved in the arcade original. And judging by the screenshots a pretty decent graphical representation too. Cast into various arenas throughout the world against some of the most lethal opponents imaginable players are going to need every iota of cunning and skill to beat old favourites like Chun Li, Ryu and Ken.

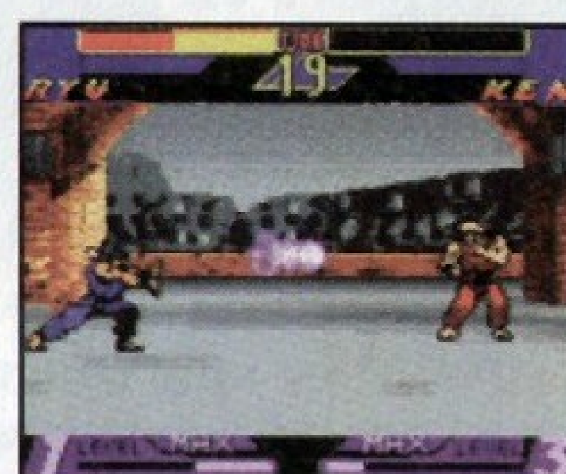
Hadoken!

Crammed into one cartridge are 13 of the most popular characters (ten main plus three secret, which need to be unlocked). There's a training mode too, where you get an opportunity to hone those multi-hit combos and strategies. The fact that such an enormously graphics-heavy arcade hit loses a bit of oomph in the translation is inevitable, but UK developer Crawfish Interactive has appears to be working minor miracles to ensure the bare-knuckle essence of *Street Fighter Alpha* comes on Game Boy Color. We'll deliver the knockout review in the very next issue.



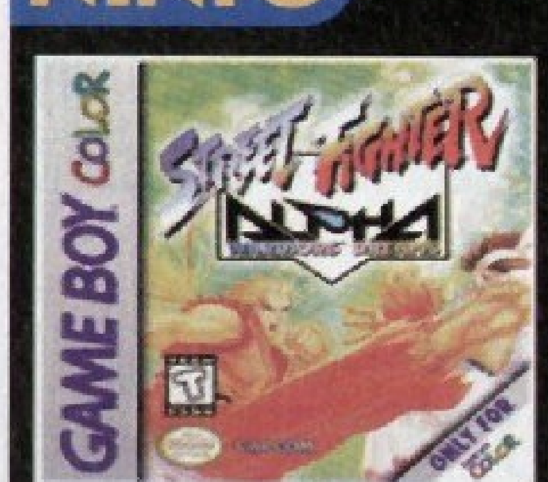


▲ Expect totally fluid animation with ten fighters (plus three secret characters) to choose from.



▲ The training mode allows players to try out multi-hit combos and devise a few strategies.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



STREET FIGHTER ALPHA	
PUBLISHER	Capcom
RELEASE DATE	Summer
GENRE	Beat-'em-up

TARZAN

FULL COLOR

KING OF THE INTERACTIVE JUNGLE?!



▲ Sometimes your only means of escape is dangling precariously above you.



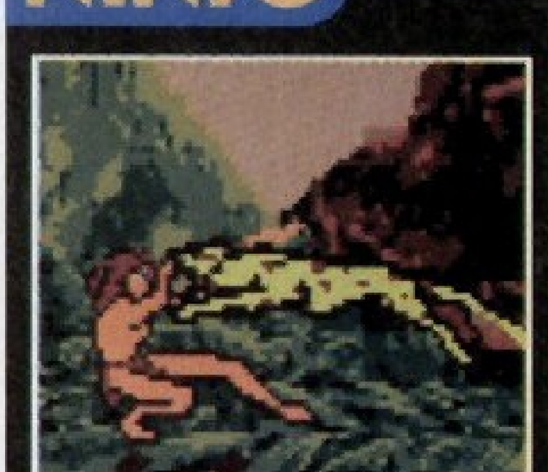
▲ A croc at one side and a puffa fish at the other. How do you escape?

PULL ON your loin cloth for the most dynamic vine swinging platform antics this side of the Amazon! *Tarzan*, the star of Disney's summer blockbuster, is swinging its way along with a whole host of friends to a Game Boy Color near you for a brand new action-packed platform adventure. Players can take the role of many of the characters from the film, including the titular yodelling hero himself (aged five and as an adult), Terk the ape and Tantor the elephant.

As you can see the graphics are cute and crisp and the game scrolls in various directions capturing many of the film's lush environments. as you grow from screaming tot to a fully fledged adult, you develop new skills and abilities that should help you to confront and defeat everything that the jungle can throw at you. Tarzan can jump, climb, swim, fight with a spear, ride on a stalk, charge through the jungle atop an elephant and (naturally) swing on vines. With 16 levels in total we'll have a full review when the stalk drops it off next month.

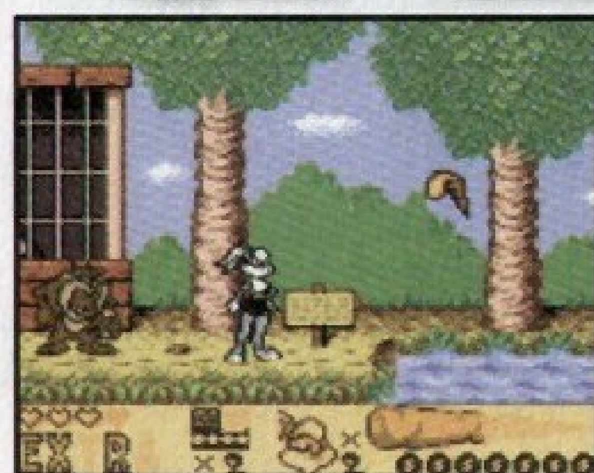


TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



TARZAN	
PUBLISHER	Disney Interactive
RELEASE DATE	TBA
GENRE	Platform

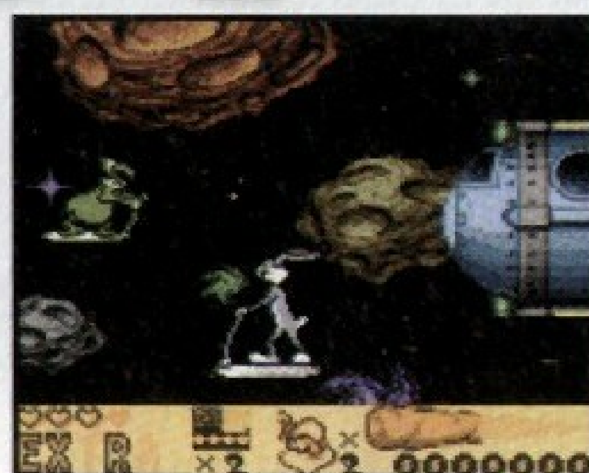
CARROT CRAZY



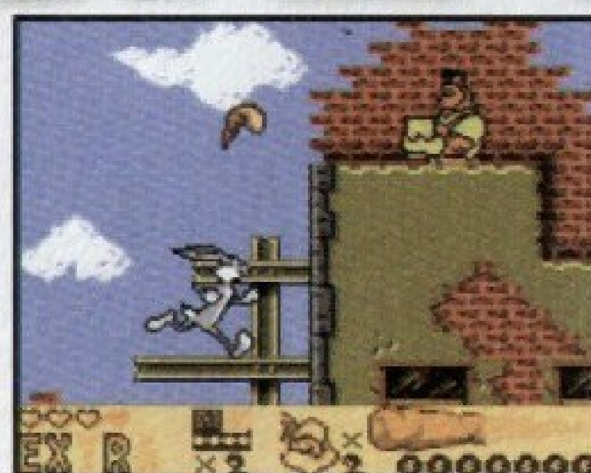
▲ Carrot Crazy promises more then ten extra bonus levels.



▲ Aren't the graphics gorgeous? There are over fifty colours used in-game.



▲ The game is totally backward compatible with the old Game Boy units.

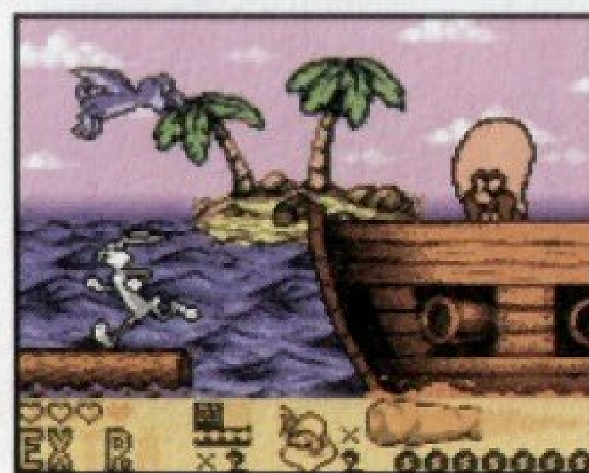


▲ Password options allow players to resume play at specific points.

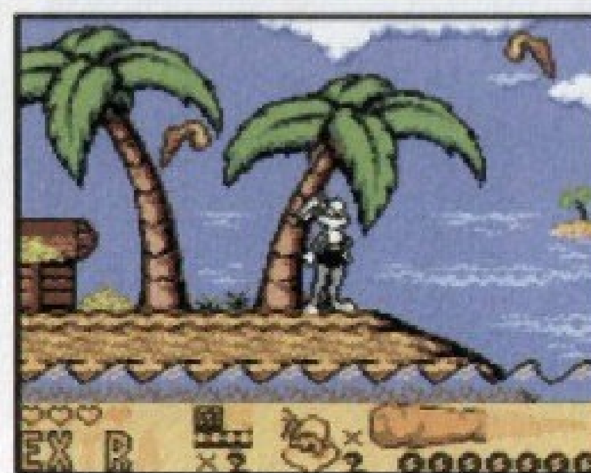


BUGS AND LOLA have gone carrot crazy searching for veggies nicked from their back garden. Playing as both characters, you inevitably come across all the Warner favourites: Daffy Duck, Yosemite Sam, Marvin the Martian, Elmer F... F... Fudd and the hairy whirlwind Tasmanian Devil. *Carrot Crazy* should be classic side-scrolling action portrayed with all the verve we've come to associate with the cartoons themselves and it's set over 15 levels with a few bonuses stages thrown in too. There are five distinct worlds: Treasure Island, Looney Town, Taz's Zoo, the Spaceship and Elmer's Forest.

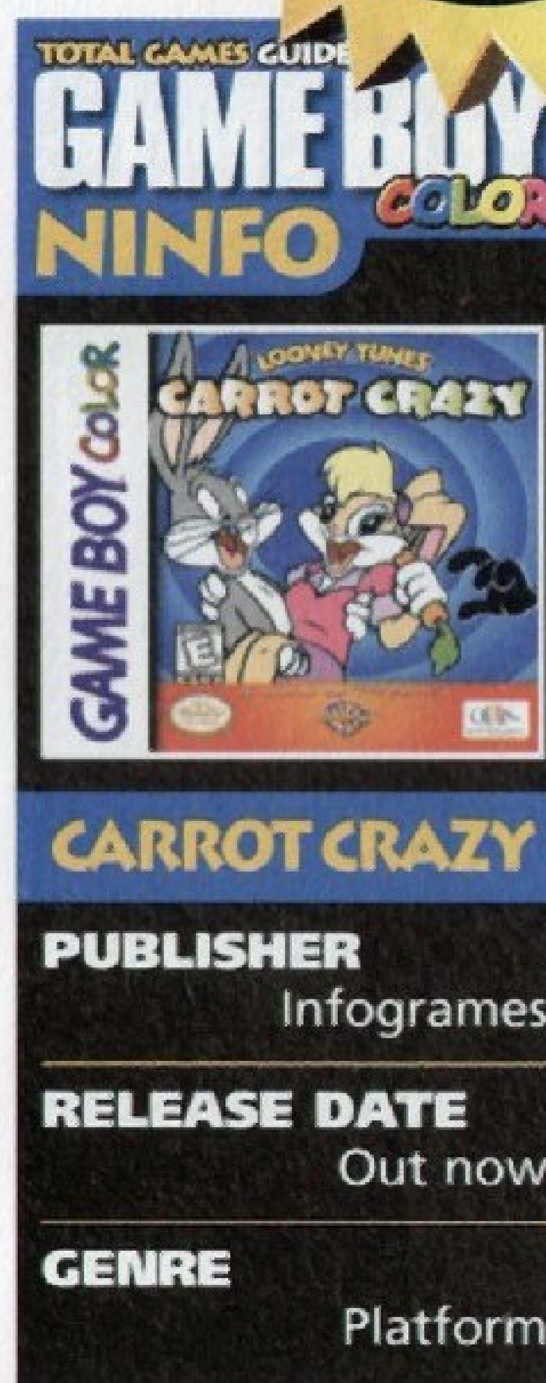
As Bugs, players burrow into the ground, fly temporarily using his ears and use a massive hammer for protection. Although weaker, Lola can jump higher and further and use an umbrella to float down to Earth. Her means of attack is a rolling pin – so keep outta the kitchen! Bugs should look better than ever as the game is displayed in 56 colours and the game is even backwards compatible with black and white Game Boy units. We'll get da wabbit for a full review next month. You'd be crazy to miss it!



▲ Bugs and Lola have different skills and can swap between them.



▲ If things get too much you can always rest under a palm tree!



CARROT CRAZY

PUBLISHER Infogrames

RELEASE DATE Out now

GENRE Platform

LUCKY LUKE

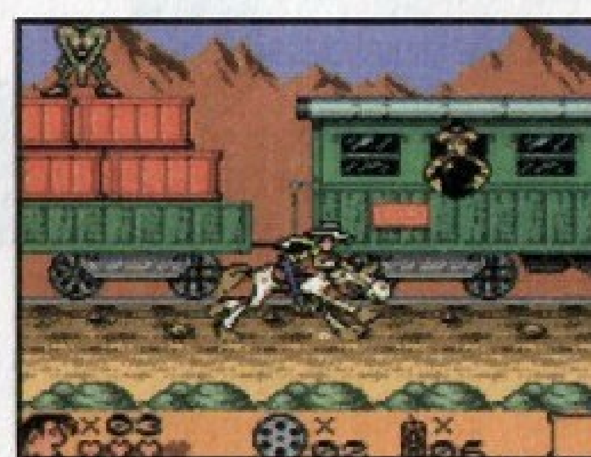


HOWDY PARTNERS!

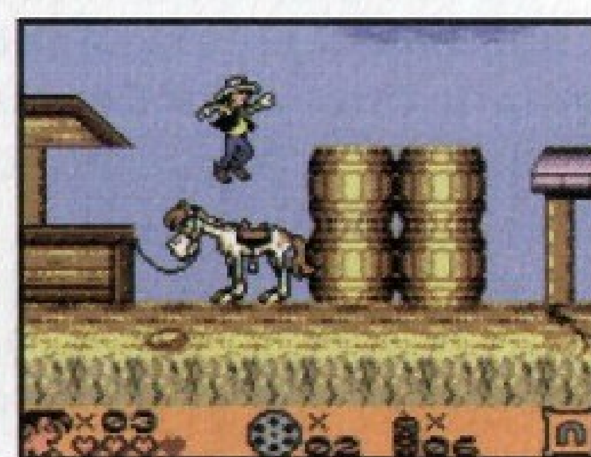
ARE YOU FEELING LUCKY... LUKE?

saddle-up for the comic escapades of *Lucky Luke*, a new adventure from Infogrames. Outlaws and desperadoes are on the loose following a daring jailbreak – we're talking Billy The Kid, Jesse James and the Dalton brothers and it's up to you to prevent these miscreants from wreaking havoc on settlers and other law-abiding citizens of the wild west. Featuring 12 horse-drawn levels, *Lucky Luke* is the first cowboy game to appear on Game Boy Color.

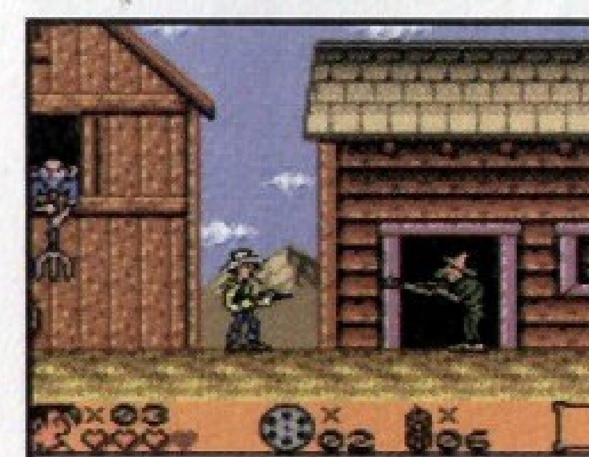
Expect 60 screens including stagecoach rides, train chases, buffalo stampedes and tornado alerts plus a clutch of bonus levels when you complete special tasks. With only his trusty steed, Jolly Jumper and a bandoleer-full of hot lead, Luke will even find himself shooting the roaring rapids of a huge river, besides adventuring over rolling prairies. Players will have to master the gun-slinging skill of hitting targets by ricocheting bullets off objects and interact with other characters to gain clues. We'll ride off into the sunset to bring you a review soon.



▲ Gain access to secret areas by completing specific tasks for people.



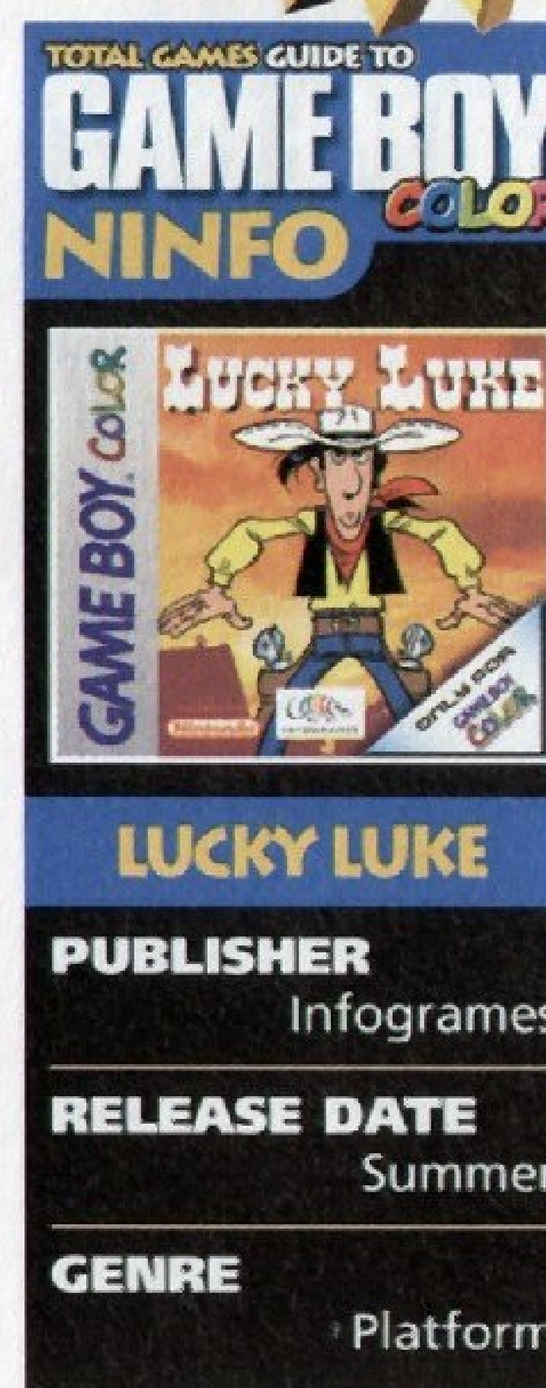
▲ Ricochet bullets off various objects to apprehend villains. Easy as apple pie!



▲ Three difficulty settings and 12 levels await Luke as he roams the Wild West.



▲ French company Infogrames certainly know how to create a fun little game!



LUCKY LUKE

PUBLISHER Infogrames

RELEASE DATE Summer

GENRE Platform

PLAYING TETRIS CAN TURN YOU INTO A MANIAC!





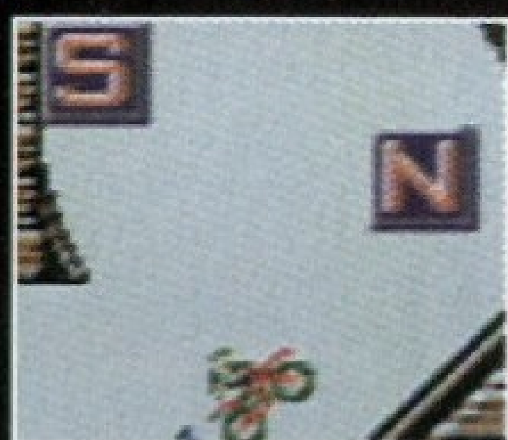
MOTOCROSS MANIACS 2

GAME BOY veterans among you will remember *Motocross Maniacs* – a fun motorbike racing game with small but perfectly formed bikes and some challenging courses. Well Konami have chosen to bring the game bang up to date with an all-colour version.

There are ten courses to conquer in this updated game covering sand dunes, timber towers, dirt tracks and including some crazy loop-the-loops. The graphics now take full advantage of the new colour palette and the programmers have gone all out for interactivity. In this new game you can create and edit your own courses, change the number of laps to race and compete against a special ghost rider, which is in fact you in your previous race! Two-player games can be even more fun with a link-up cable and there are many hidden courses to uncover for real pros.

The original *Motocross Maniacs* was a cool game, and still has many fans in Game Boy land – this sequel is set to ignite those fires all over again!

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



MOTOCROSS MANICS 2

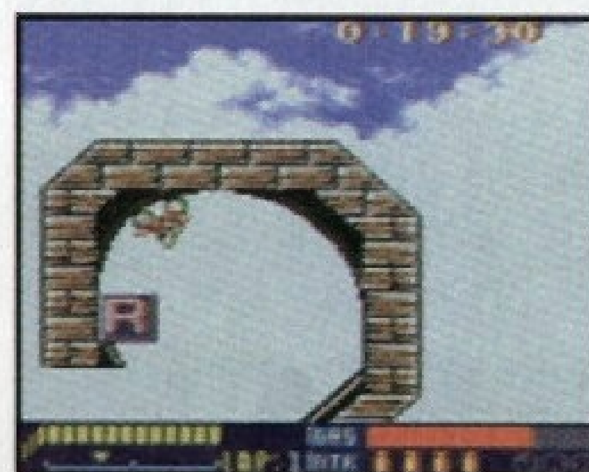
PUBLISHER	Konami
RELEASE DATE	TBA
GENRE	Arcade



▲ Game Boy fans who are of the older generation (I'm trying to be polite here) will remember the original Motocross Maniacs.



▲ Some of the jumps are truly death-defying! You really get a good sense of speed as you control the small bike.



▲ Woah! A loop-the-loop – just try doing this is real life! You'd soon be lying back with your leg in a cast!



▲ To create a really spectacular show for the onlookers you can do your stunts at night time!



MAGICAL TETRIS CHALLENGE

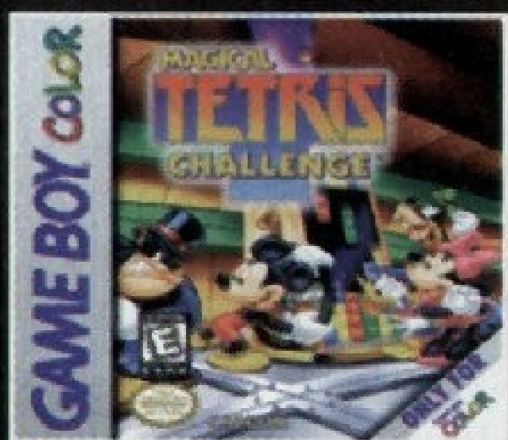


WE ALL know and love *Tetris* – but what if Capcom make it magical? Would that make the game even more popular? Well their definition of 'magical' is to throw a few Disney characters into the pot and shake the game up a bit. Mickey, Minnie, Donald and Goofy are all here, but don't make much of a difference to the classic gameplay of *Tetris*.

This is no basic *Tetris* clone though – there are seven different versions of the game in *Magical Tetris Challenge*. Magical Tetris, Up-Down Tetris, Towering Tetris, Harmony Tetris, Task Tetris, Signal Tetris and Fill-the-Gap will all keep *Tetris* fans on the edge of their seats for ages. There are also three modes of play: Quest, Game Collection and 2-Player so the options are varied.

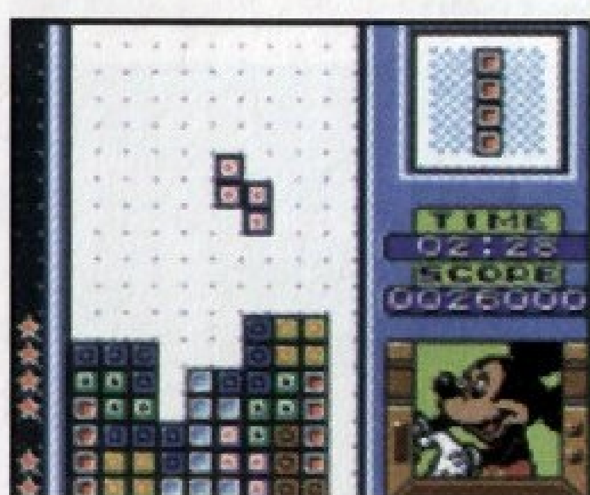
For all the modes of play and options though, underneath it all this is a cutesy version of the world's favourite game. It should be reaching a shop near you in time for the Christmas rush, so if you haven't already got a colour version of *Tetris* – this could be an ideal Christmas present to yourself!

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

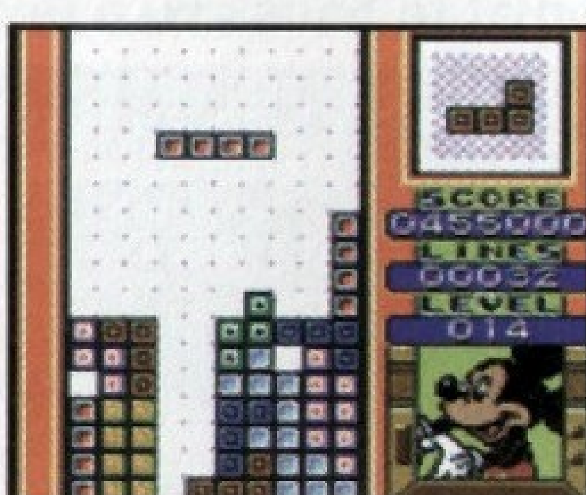


MAGICAL CHALLENGE TETRIS

PUBLISHER	Capcom
RELEASE DATE	Christmas
GENRE	Puzzle



▲ It's Tetris – but not as we know it. Mickey and his pals are here to spruce things up!



▲ There are many versions of the classic game hidden away.



CATWOMAN





▲ She flies through the air with the greatest of ease – and she's got nine lives so it doesn't matter if she falls!



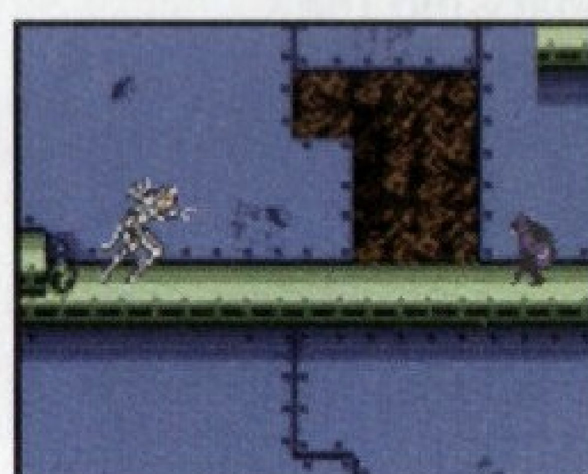
▲ This is as sexy as lead characters get on the Game Boy Color – make the most of it!

COMIC FANS will go wild for the new *Catwoman* game being developed by Kemco as it stars all the favourites from the popular DC Comics strips and obviously headlines with "the sexiest woman in comics". The Game Boy Color game promises to be a whole new kind of action adventure with easy and intuitive gameplay. Back in reality it's more likely to be a platform game with a few innovative twists – but it should still be great fun to play.

The levels are long and detailed with intricate weavings of ladders, platforms and pipework. Catwoman gets to show off many of her unique skills – she can swing on her whip, leap large gaps and of course always lands on her feet. With nine lives to get through, she's always ready to fight on another day. There's also a password option at the end of each section, making *Catwoman* ideal for pick up and play sessions on the bus.



Catwoman is the latest in what looks like it's going to be a long line of female videogame heroines. Lara Croft started the show and now with Xena the Warrior Princess, Catwoman and Ms Pac-Man (okay, that's pushing it a bit) it looks like the girls have at last come out to play!



▲ Catwoman is a traditional platform game – but we just can't get enough!



▲ It's not all jumping from one platform to another – there's climbing ladders too!

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

CATWOMAN

PUBLISHER	Kemco
RELEASE DATE	September
GENRE	Platform

DÉJÀ VU



GRAPHIC ADVENTURE games come to Game Boy Color... graphic adventure games come to Game Boy Color – phew, isn't déjà vu a strange thing? Thinking you've been somewhere or done something before – it sends shivers up your spine! This Kemco developed game should be anything but déjà vu when it has two separate episodes of a story to tell, and it's the first graphic adventure game to appear on the Game Boy Color too.

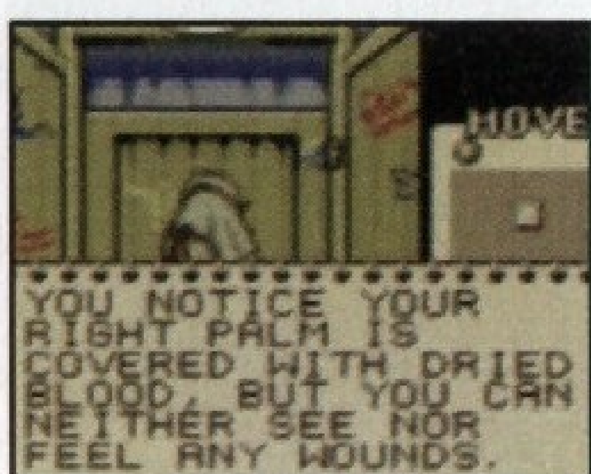
This kind of 'point and click' adventure was all the rage back in the 8- and 16-bit home computer days but died out with the advent of the joypad and fast paced arcade games. Now the genre makes a welcome return. *Déjà Vu* puts you in the shoes of Private Eye Ace Harding as you try to fathom out a mystery of murder and suspense. Each scene is packed with clues and objects that you can interact with using the keywords down the one side of the screen, then pointing at the object in question. A notepad pops up on the screen and gives a detailed rundown of the location, and hints at what you should do next without ever giving too much away. There are 20 characters to meet, 80 clues to discover and plenty of surprises in store. If you've got fast enough reactions and the mind of a detective – this could be right up your alley!







▲ This is you – Ace Harding, the hero!



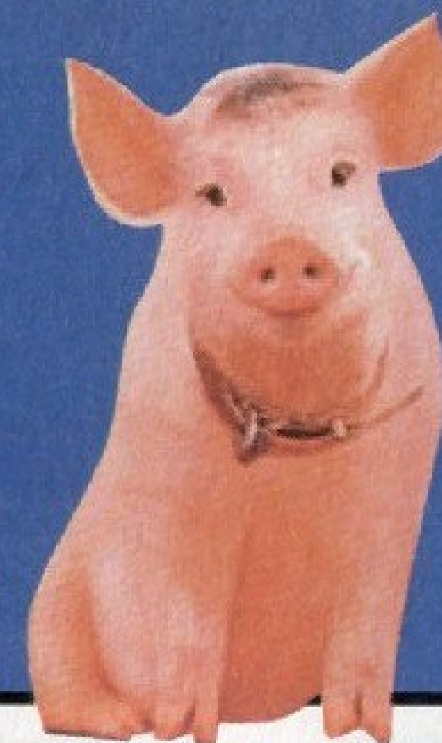
▲ Each location has a lengthy description.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

DÉJÀ VU

PUBLISHER	Kemco
RELEASE DATE	November
GENRE	Adventure

DING DONG BELL, THE FARMER'S IN THE WELL!





BABE AND FRIENDS

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



BABE

PUBLISHER Crave Entertainment

RELEASE DATE September

GENRE Adventure

AFTER TWO Hollywood movies it was inevitable that someone was going to persuade Babe the plastic... er, valiant pig to star in a videogame. In a rather bizarre storyline, Farmer Hoggett – Babe's master and mentor – has fallen down a well and it's up to Babe to raise some money and save the farm, so off to the city he goes.

Of course, it's not quite as easy as that, because the plucky pig has to negotiate 60 different puzzle-filled levels that contain obstacles such as ice blocks, bales of hay, trampolines and flames – the latter of which will turn our hero into roast pork if he gets too close.

Of course, Babe is no ordinary pig (he's animatronic for starters) and so he's well equipped to handle even the worst that the big city can throw at him. His abilities include the 'ruff' – Babe's imitation sheepdog bark – a remarkable talent for lobbing objects that he finds lying around, the ability to run underneath fences and of course the varied experience of his farmyard friends all of whom he can call on for help if he needs it.



▲ Oh dear, Babe has got stuck in the water. Which one of his friends could help him out of this sticking situation?



▲ What will they think of next! A game starring a small pink pig?! I demand games for cows, sheep and chickens!

The first Babe film was incredibly popular and even though the sequel wasn't quite up to the same standard there's bound to be many people who will jump at the chance to step into the shoes – or trotters – of Hollywood's most famous pig. Watch out for a review in our next issue!



EARTHWORM JIM: MENACE 2 THE GALAXY

HE'S A WORM WITH ATTITUDE!

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

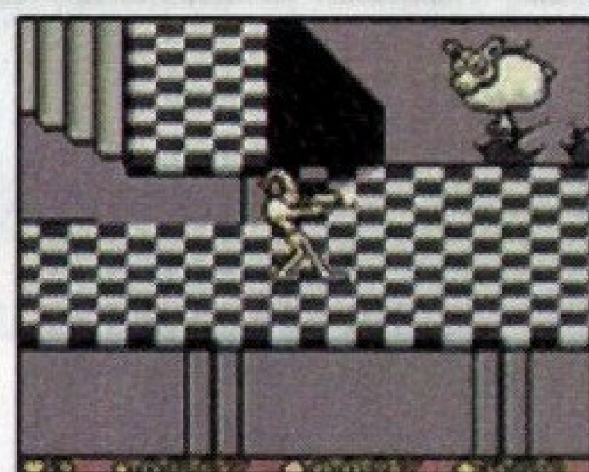


EARTHWORM JIM

PUBLISHER Crave Entertainment

RELEASE DATE September

GENRE Platform





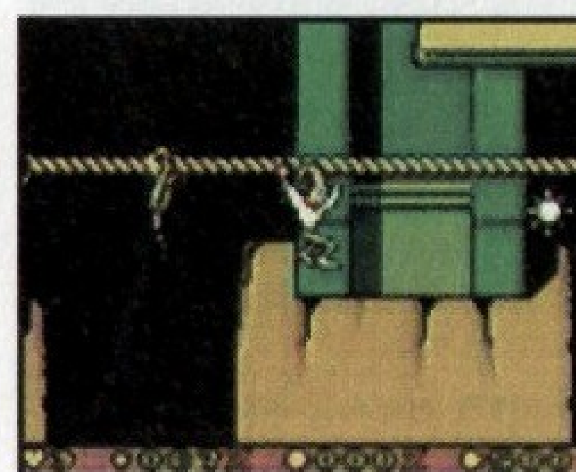
ONE OF the weirdest (and most inept) superheroes ever – Earthworm Jim – is back once again. As usual the universe is facing destruction, this time courtesy of Jim's alter-ego Evil Jim. This black-hearted worm has stolen the Inter-Dimensional-Transporter-Of-Doom from the mad Professor Monkey-For-A-Head and it's up to non-evil Jim to get the nefarious weapon back before something goes horribly wrong.

Earthworm Jim: Menace 2 The Galaxy contains 12 huge themed levels with contents as diverse as sweet-filled candy stores and man-eating – or worm-eating – plants. You even get to visit Jim's bedroom where all manner of strange things lurk in the dark and dusty corners.

While some games promise the most dangerous bad guys you'll ever meet, this one boasts some of the ugliest enemies ever, including (apparently) Venus flytraps, dune worms and... bouncing smily faces?

To take care of his would-be assailants, Jim has the choice of four different weapons – the Blaster, the Rocket Launcher, the Grenade Launcher and the Plasma Gun. In addition to these he's also equipped with a rocket pack and has a sidekick called Snot who lives in his backpack and can be called on for help when danger threatens – which is fairly often.

Earthworm Jim certainly looks like loads fun and if it has the same zany sense of humour that the cartoon TV series employs then it should be great fun to play. Just keep an eye out for falling cows!







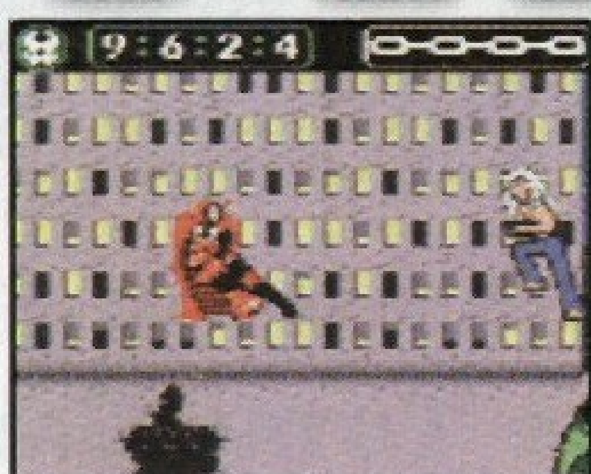
HELL ARRIVES ON THE GAME BOY COLOR!

SPAWN





▲ **Konami have done a great job in bringing the comic book characters to life in this hot new Game Boy Color game.**



▲ **Spawn has a wide variety of moves at his disposal, and he'll need them to use against the constant barrage of enemies.**

NO GOOD can come from making a deal with the devil, as Lieutenant Colonel Al Simmons finds out to his cost in the new Konami title based on the cult Todd McFarlane comic strip, *Spawn*.

Simmons was an elite operative for a highly secretive and incredibly ruthless government agency... until he was betrayed and killed on what ironically he had decided would be his last mission.

Upon arriving in hell – for although he's basically a honourable man, Simmons has nevertheless done some decidedly un-Christian things in the course of his work – the luckless soldier is offered the chance to be reunited with his wife if he agrees to lead the armies of Hell in their coming war against Heaven. The plot then moves forward five years to find Simmons back on Earth with no memory of his previous life and a new name – Spawn.

From here the action hots up as Spawn joins the war between Heaven and Hell with a vengeance, at least until he begins to remember things about his past that start to disturb him. With memories of his wife resurfacing Spawn discovers that the only way to free himself is by killing the one who was responsible for Simmons' death in the first place and he sets out to track the evil Malebolgia down.

With enemies straight out of the comics plus all-new characters and three whole minutes of digitised voice samples, as well as a totally new take on the whole good versus evil thing, *Spawn* looks very promising indeed.



▲ **Down in the pits of Hell, what would you expect to find? A fiery man of course!**



▲ **You may have seen similar games before – but Spawn promises a few surprises.**

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

SPAWN

PUBLISHER	Konami
RELEASE DATE	July
GENRE	Platform

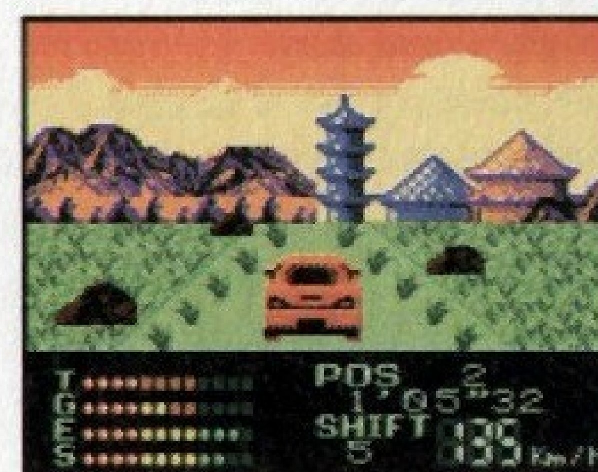
KONAMI RALLY

FULL COLOR

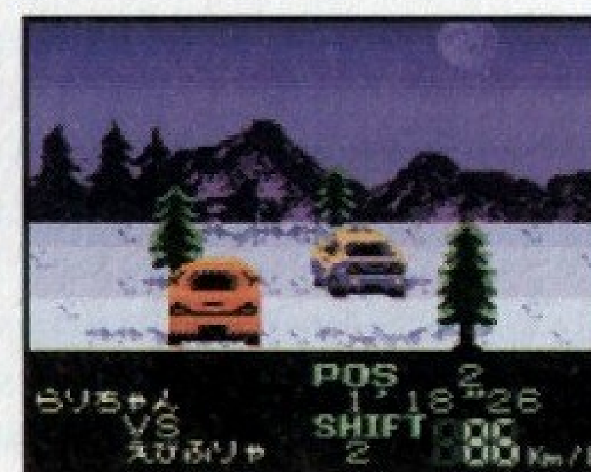
KONAMI ROARS ONTO THE GAME BOY RALLY CIRCUIT!

UNTIL RECENTLY there were no Rally games at all for the Game Boy Color. Now there are two out already and another one on the way! *Konami Rally* promises a 'high amount of vertical movement including hills, dips and more' which frankly doesn't sound that inspiring. However, the game also promises something much more interesting – customisation options. Before each race players will be able to check out the track specifics such as weather and terrain, then purchase appropriate parts for their car in order to cope with what is just around the corner. In addition to this, *Konami Rally* promises multiple skill levels and racing in a range of exotic locations throughout the globe.

Konami is keen to emphasise that in this Rally game strategy will be just as important as driving ability with the maintenance and upgrade choices you make heavily affecting your performance. While *V-Rally* has proven that Rally games can work on the Game Boy Color, *Konami Rally* – if it lives up to the advance publicity – looks set to take things to the next level.

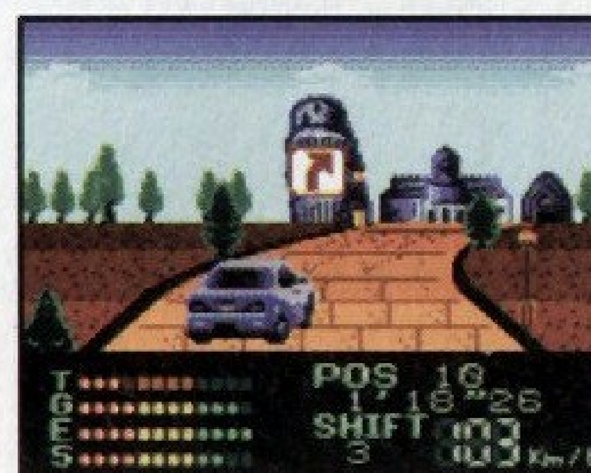


▲ **Objects getting slowly closer? It must be a driving game!**



▲ **Some of the roads are narrow – you'll need good driving skills.**





TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

KONAMI RALLY

PUBLISHER	Konami
RELEASE DATE	TBA
GENRE	Racing

THOUGHTS, COMMENTS, COMPLAINTS AND PRAISE FROM YOU TO US!

LETTERS



Total Games Guide to
Game Boy Color,
Paragon Publishing,
St Peter's Road,
Bournemouth,
BH1 2JS.

If you've got something you'd like to say about the TOTAL GAMES GUIDE TO GAME BOY COLOR then drop us a line. The best letter printed in each issue will win the sender a free Game Boy Color game – how generous of us!



IT'S JUST NOT FAIR!

Dear TTGT Game Boy Color

I'm complaining about the TOTAL GAMES GUIDE TO GAME BOY COLOR magazine. On page eight of issue one it says, "Once you have seen the new Game Boy Color in action, it's hard to see how you got by with crappy old black and white." Then on page six is says, "Makes the dull grey Game Boy look so sad." I don't think this is very kind or thoughtful, as some of us just can't afford to throw out old ones and buy new ones.

Adam Avery, aged 10, Lakenheath

Point taken Adam. The new Game Boy Color is a fantastic little console, but then so is the old black and white Game Boy – and you can pick up the machine and the games quite cheaply these days. There are hundreds, possibly thousands, of great games available for the older Game Boy so don't you fret – keep on playing and stay happy!



GTA COMING TO GAME BOY?

Dear TTGT Game Boy Color

I am writing to you to ask a few questions but before that I want to say that your mag is great, but I missed the first one (oops)!

1. I went on your web site and where it had the different formats on the left I clicked on the Dreamcast icon and it wouldn't go, but when I clicked on the Game Boy one it went straight away – why?
2. When is the next issue of TOTAL GAMES GUIDE TO GAME BOY COLOR coming out because I don't know.
3. Me and my friends are making a fanzine, could you please give us some tips as you're pros.
4. Is it the truth, or a rumour, that *Grand Theft Auto* is coming out on Game Boy Color?

Thank-you for reading my letter, and keep up the good work!

Simon, Anglesey



Good to see someone checking out the web site you can pick up all the latest news, previews and reviews of games for all systems on the Total Games Network (www.totalgames.net). I can't understand why you couldn't get to the Dreamcast section though, it does work. Never mind – you found the Game Boy section and that's what matters.

You are reading the next issue of the magazine, so that's a daft question really. The one after this should be on sale for 30 September. You need a few pointers for your fanzine? Well the main thing is to think about the readers you are writing for. There's no point in being too daft if they're going to be more sophisticated. Equally there's no point getting all serious if it's a bunch of kids you're writing for. Adjust your writing accordingly – we do!

Shock, horror – it is true! Grand Theft Auto is coming to a Game Boy Color near you soon. The boys at DMA have passed on the gauntlet to Rockstar Games, a division of Take 2 Interactive. The Game Boy version is planned for release in America this Autumn, so a release over here for Christmas looks likely!





STAR LETTER

STILL STUCK ON ZELDA!

Dear TTGT Game Boy Color

Thank-you and your team for publishing the one and only magazine for Game Boy addicts.

I am a foster carer and have had 30 children sharing my home during the past three years, all Game Boy addicts – if not when they came, then certainly when they left. We have struggled, screamed, cried and thrown tantrums when unable to finish levels, find the secret doors/passages/keys, etc. We have also shared laughter, shouts of glee and improved self esteem when mastering the difficult challenges. Now, with the help of your new mag and the complimentary 'cheats' booklet we can help each other.

The Legend of Zelda: Link's Awakening, however, is still a mystery to us. How and where do you get a shield? How do you head south when the path is blocked? How do you read the library books? Are we just daft, because we just don't know how to get started using the facilities in the village. Help us please!

Congratulations. Your mag is a sure winner – can't wait for the summer issue. Must dash, go to buy new releases!

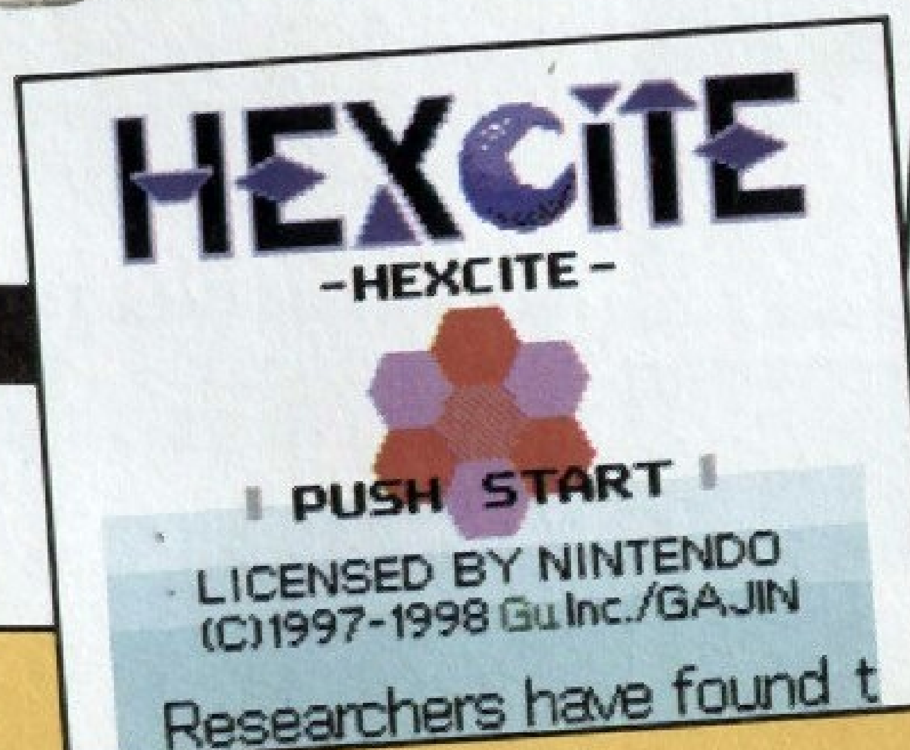
Ms PA Chapman, Leicester

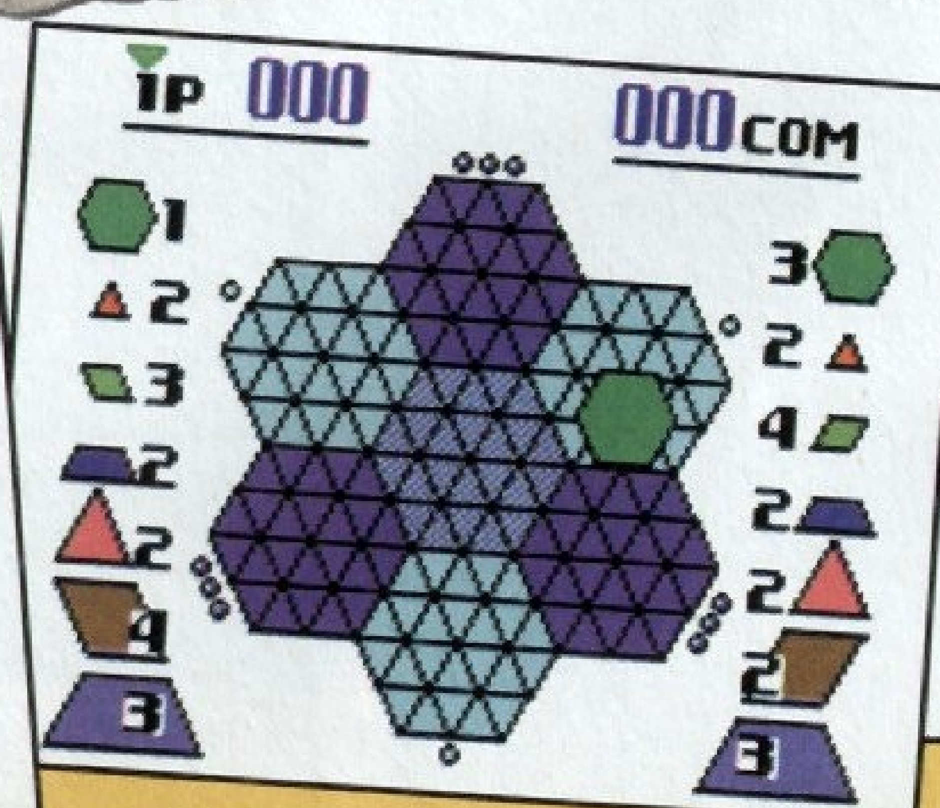


Good to know that our magazines and books bring pleasure to so many people Ms Chapman! I'm making your letter the star letter for this issue, because you seem like you could do with an extra Game Boy game around the house! As for your Zelda questions – this is pretty basic stuff! To get the sword you must talk with Tarin in the house that Link finds himself in at the very start of the game – he will simply give it to you! You can walk south by winding your way through the village. There shouldn't be anything blocking your way if you take the correct route. If you find you're stuck, try another way down. When you get to the shores you will find Link's sword – then be fully equipped to start the adventure. As for reading the library books – you just have to press one of the Game Boy buttons when in front of a book. Hope this helps.

HEXCITE COMPETITION WINNER

WINNERS





HOW HEXCITING! We have a winner to the Hexcite competition in the last issue of Total Games Guide to Game Boy Color. The answer was that a hexagon has six sides.

The winner is Sam Calvert of Barnet in Herts. Well done Sam, your brand new Game Boy Color and a copy of *Hexcite* is on its way to you. Don't worry if you didn't win – try out one of the compos this issue instead!

ALL THE LATEST HINTS, TIPS AND CHEATS FOR GAME BOY COLOR!

PLAYING TIPS

ALL THOSE SEEKING the latest and greatest Game Boy Color cheats around… rejoice! We've gathered the biggest codes, sneakiest hints and most exclusive tips from all around just for you. You can join in the fun if you've got some hints and tips of your own. Send them in to us and we'll give you the credit! The address is… **Playing Tips, Total Games Guide to Game Boy Color, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, BH1 2JS**.

The Legend Of Zelda: Link's Awakening

Breaking The Law

If you fancy getting the bow for free without having to quit out of the game, pick it up in the shop and then run around the shopkeeper anti-clockwise four or five times. If you do it right he'll get dizzy and face away from the door, at which point you can leg it out of the shop! You'll have the bow but your name will now have changed to THIEF and if you enter the shop again, the shopkeeper will kill you!

Photo Opportunities

Visit the Camera Shop at the base of Tal Tal Heights and you'll meet the photographer. Now if you perfom certain actions within the game he'll take a photo of you that you can view by returning to the Shop and looking at the photo album.

- The first time you visit the Camera Shop, the photographer takes your picture. If you keep saying no to his requests, he'll force you to have your picture taken and you'll get a different snapshot.
- When you get Marin, take her to the cliff at Toronbo Shores.
- When you get Marin, drop into the well at Mabe Village.
- When you get Marin, visit the Rooster statue in Mabe Village.
- Visit Ulrira's house in Mabe Village and stand by the window on the right hand side.
- After returning Bow Wow to the village, stand to the right of the peg in the ground
- Steal an item like the Bow from the Store in Mabe Village.
- Visit the fisherman under the Bridge in Martha's Bay again once you've collected the mermaid's necklace from him.
- After getting the magnifying glass, go to Animal Village and enter the house on the far right.
- Go to Kanalet Castle before you have to go there to collect the Golden Leaves and stand in front of the gates.
- After returning the ghost to his grave, visit him again and take a picture.
- At Tal Tal Heights, you have to find a bridge with a bush creature. Kill it before you cross the bridge and the photographer will take your picture.

Get The Boomerang

The most powerful weapon in the game, the Boomerang is well hidden if you don't know where to look. Once you've got the Magnifying Glass by completing the Trading Game, visit Toronbo Shores and find the blocked cave entrance. Blow it open with a bomb and go inside to find a man who claims to have found something interesting. He'll trade it for an item of your choosing – the best thing to give him at this point is the Shovel. Now you'll be able to smash enemies with the all-powerful Boomerang!

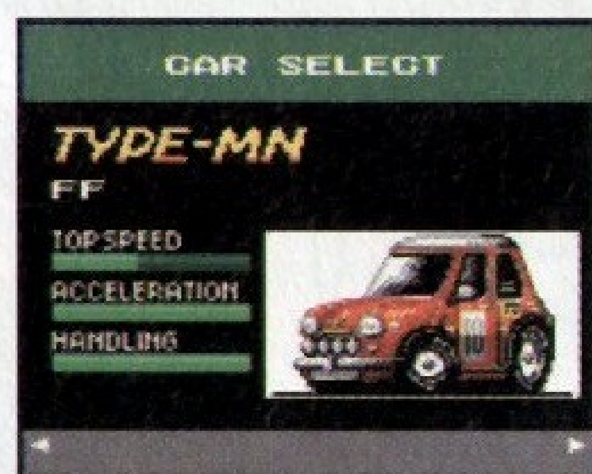
Top Gear Pocket

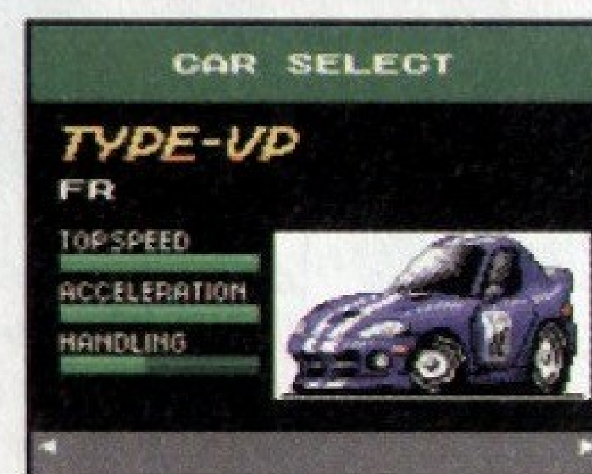
All Cars and Courses

To open up all the cars and courses without playing through the game enter your password as **YQXW-H** on the options screen.

All Cars And Gold Trophies

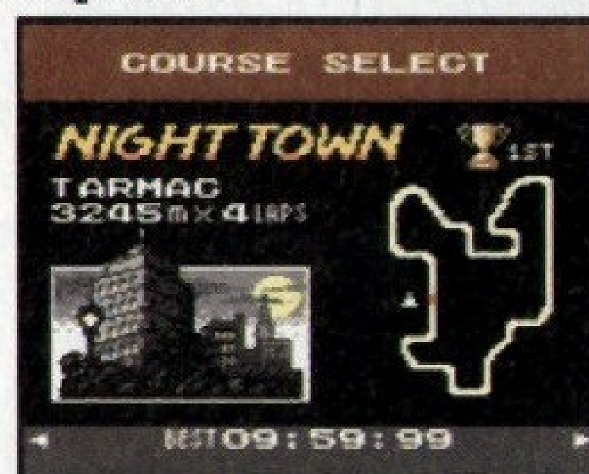
If you really can't be bothered to play any of the game to open the cars and get the golden trophies, enter the code **YQX-%Z** on the option screen and they'll be all yours.



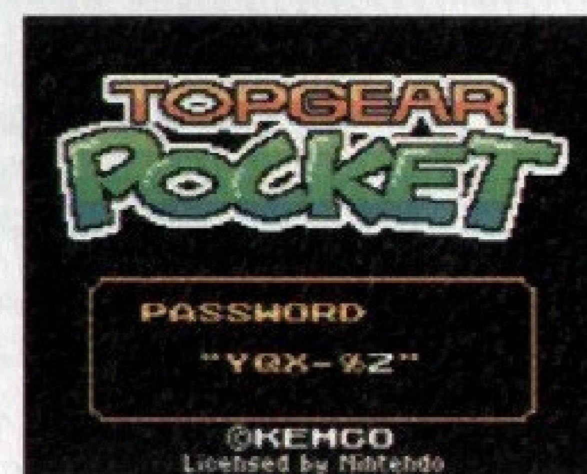


▲ **Once you've opened up all the extras in the game, you'll be able to access the special cars like the Mini or the Porsche.**





▲ **Using the All Gold Trophies code means that you won't even have to play the game if you want to show off to your mates.**



▲ **Just input the code of your choice and you won't have to struggle through those hard courses any more.**



Super Mario Bros Deluxe

Play as Luigi
To play either the Classic adventure or Challenge levels as Luigi, press **SELECT** on the map screen before you enter the level. Press it again to change yourself to Mario.

Unlimited Continues
To continue where you last died, hold down the **A** button as soon as the Game Over screen appears.

Play the Japanese Lost Levels
To play the Lost Levels that was only released in Japan you need to beat the Original Game twice without warping. After you view the ending, you'll get to play the game called "Super Mario Bros For Super Players".

Complete Your Photo Album
To fill up the blank pages in your photo album you have to fulfill certain criteria in the actual game. Various tasks include killing the enemies (one picture per different enemy you kill), finishing certain levels and finding secret items like hidden mushrooms, beanstalks and fireworks at the end of a level.

Firework Display
To end a level with a firework display make sure to grab the flagpole by the exit when the timer ends with either a one, three or six. You'll get the same number of fireworks and receive points for each one that goes off.



▲ Press SELECT when you reach the map...



▲ ...and you'll be able to play as Luigi instead.

Mortal Kombat 4

Fatality Moves
Perform any of the following moves when you're told to 'Finish Him':

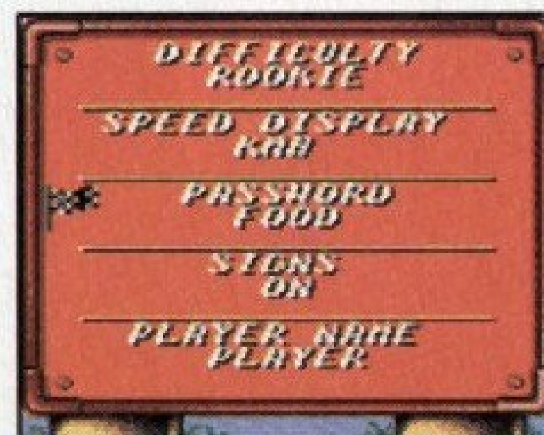
Fujin	Raise And Destroy	Forward, Forward, Back
Lui Kang	Fire Blast	Forward, Forward, Forward, Down
Quan Chi	Leg Rip	Forward, Down, Forward
Raiden	Shock Explosion	Forward, Back, Up, Up
Reiko	Kick Off	Down, Down, Back
Scorpion	Toasty	Back, Forward, Forward, Back
Sub Zero	Head Rip	Forward, Back, Forward, Down
Tanya	Kiss Of Death	Down, Down, Up, Down
Reptil	Face Chew	Hold A and B then press Up when 'Finish Him' appears

(NB: You must have entered the correct Kombat Kode – **192-234** – to access Reptile before you can play as him).

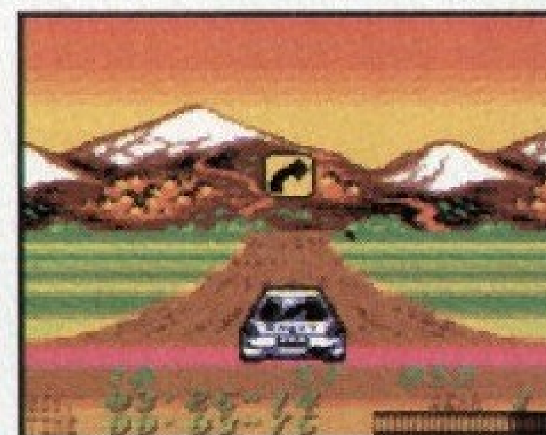
V-Rally Color

Access Medium Arcade Tracks
Go to the option screen and enter your password as **FAST** to unlock all of the Medium skill tracks in Arcade Mode.

Access Hard Arcade Tracks
Again, go to the option screen and enter the password **FOOD** to open up all of the Hard skill tracks in Arcade Mode.



▲ Entering either password opens a new selection of tracks in the Arcade mode.


▲ Some of the later tracks in Hard mode are tough so get some practice in on the earlier ones.

Turok 2: Seeds Of Evil

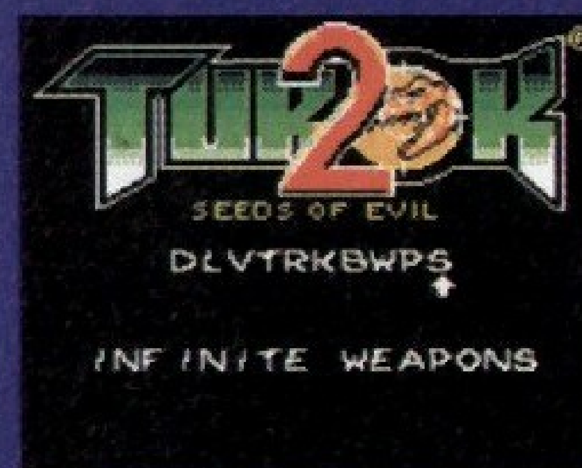
Passwords
Level 2: QVYLWKVYYC
Level 3: TRYLWKWVNN
Level 4: QRYLSRWVLY
Level 5: TVZLSRWQLK
Level 6: QVZLBVWQLP
Level 7: TRZLBVCQLK
Level 8: QRZLBVCQLP
Level 9: TVYNBVBQLV

Infinite Lives
Go to the password screen and enter **DLVTRKBLVS** before starting the game.

Infinite Energy
At the password screen input the code **DLVTRKBNRG** to become invincible.

Weapons
Enter the code **DLVTRKBWPS** at the password screen to have unlimited ammo for all your weapons.

Good Ending
When you reach the end of the game ignore the incubator containing the dinosaur and instead crouch down beneath the pod second nearest it. You'll enter a secret tunnel which you should follow before destroying the computer at the other end with your gun and finishing the game properly.



▲ Enter as many passwords as you like before you start the game – it's tough so you might need a few.


▲ Use this secret tunnel to crawl to the computer beyond the incubator and obtain the proper ending to the game.

Power Quest

National Tournament
Enter this code to reach the National Tournament with all attacks at Level 2 and a power pack:
1SZK
DRT2
QFY5

National Finals
Use this code to have all your attacks at Level 2 with a power pack and a healing pack, as well as the chance to compete in the National Finals:
32RY
DVNS
D2SP

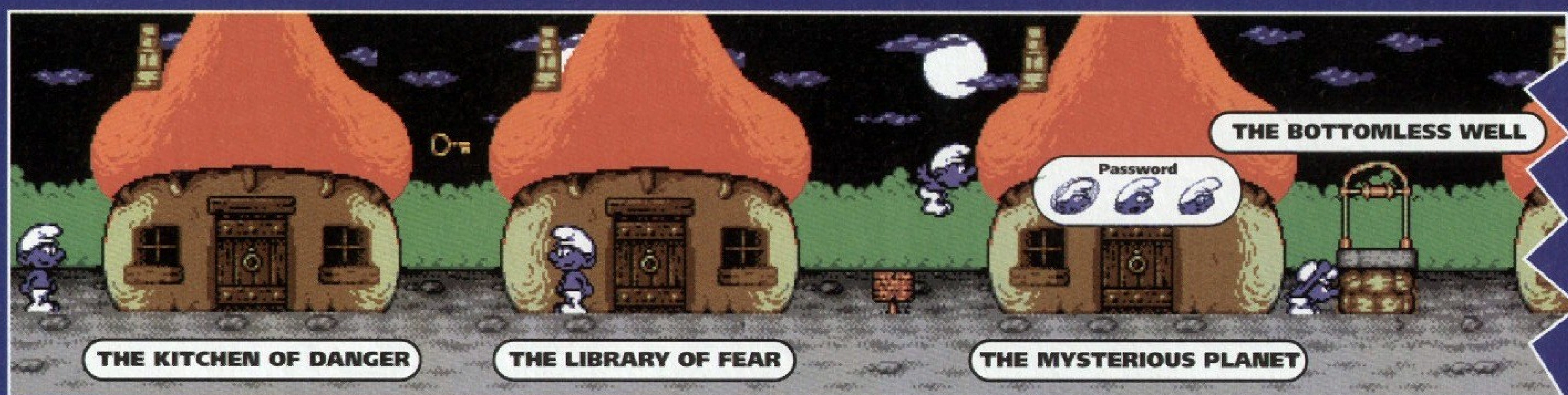
All Equipment
To start the game with all attacks at Level 3, a Power Pack, a Healing Pack, a Super Part and 21890 credits, enter this code:
PV9S
040G
0140

Beating The Arena Announcer
If you find yourself competing against the Arena Announcer, use the Axe model during battle and do continuous Death Rolls at him. It might take some time but you'll get 1000 credits for your troubles if you beat him.

Beating The Colonel
Having trouble beating the Colonel in the park? You'll find that when you fight him all you can do is jump around! To get over this, visit the shop and get the shopkeeper to paint your fighting model with something that'll help you win the fight.

ESSENTIAL PLAYING TIPS FOR GETTING AHEAD IN THE SMURFS' NIGHTMARE!

THE SMURFS'





▲ Punching presents is quite tricky.





▲ Always look before you leap!





Hints and Tips

JUMPING

By collecting the Sarsaparilla leaves scattered around the levels, your jumping powers will grow. The meter at the bottom of the screen has three sections and each time you collect enough leaves to fill one section up, you'll be able to pull off a better jump. To do this, jump once and then do it again for each section that you've filled – if the whole bar is full, you can do the fabled Smurf triple jump!

BREAKING BOXES

Also laying around the various stages are Present Boxes placed by Jokey Smurf. Breaking these open by jumping at them from underneath reveals the contents, but watch out! Jokey Smurf has left surprises for you so you might get anything from bonus points to a bomb! To avoid these, run to the side as soon as you break the box so if it is something nasty it'll miss you completely. Use this rule when taking part in the Falling Boxes mini-game too.

ITEMS

Sarsaparilla Leaf – Collect as many of these as possible throughout a level to enhance your jumping power. Some parts of the level won't be accessible until you have a certain number of them so try not to miss any.

Floating Bubble – These are found within boxes. Jump inside one to be able to float up to higher sections of the levels. They run out after a short time though so be careful.

Magical Potion – Drink this and you'll be impervious to any enemy attack or dangerous objects. However, you won't be able to stand still so run along while you can!

Life Potion – If you're running low on energy, take a quick swig of this and you'll regain one heart of life.

Silver Heart – A rare item. Collect this and your energy meter will be enhanced by one heart.

The Kitchen Of Danger: Part One

As soon as you enter Smurf Village, collect the key hanging in mid-air next to the first cottage and then use it to go inside. Walk right, break the box and leap on the sausage in your way before reaching the spinning pole. Grab it and ride up to the top before leaping left and collecting the leaf. Repeat for the leaf on the right, jumping over the broken eggshell at the same time.

Quickly grab the magical potion and sprint along the next section, making sure to take out the evil Greedy Smurf along the way. Keep going and snatch the two leaves under the table, but watch out for the next Greedy by the three leaves ahead. Two more leaves lie under the next table and then instead of grabbing the spinning pole, wait by the eggshells until a platform comes along. Jump onto this and ride it over the shells to collect the two leaves and a life potion on the other side – but watch out for the sausage!

Head back to the spinning pole and use it to climb up onto the next tabletop. Break the boxes, collect the leaves and use the next pole to climb even higher. Move along and kill the hopping strawberry before jumping up onto the cake and leaping to the next table where you should take out the sausage quickly. Get the two leaves (the first section of your jumping meter should now be filled) and leap over to gap ahead, collecting the magical potion on the way.

Use your invincibility to get rid of the three strawberries in your way. When you get to the edge of the table, wait for the floating platform to arrive so you can hop over and grab the two leaves floating above before dropping to the next table and killing the strawberry. Now smash the box and jump into the floating bubble to rise up to the higher table above.

Smash the three boxes and snatch the life potion before using the pole behind you to ascend to the table above. Kill the sausage and jump down to the table where the yellow jar rests. Use the floating platform here to cross to the next table, collecting the two leaves on the way and jumping onto the plates for a third. Take out the sausage waiting for

NIGHTMARE



you on the other side of the plates and use the floating bubble inside the next box to rise to the level above and break open the four boxes there.

Drop back down and when the box containing the bubble has reformed, use it again, but this time float to the right. Collect the two leaves as you go up and once you reach the next table, push the green jar as far as it will go to the right. Use it as a trampoline to leap to the next table and grab the two leaves floating above. Kill the strawberry and push the next green jar along before jumping onto the moving platform and collecting the leaf on the other side.

Another moving platform takes you to the table on the far right. Jump to the highest level first and grab all the goodies then drop down and use the magical potion to let you kill all the strawberries with ease and get the leaves there. Drop again and collect more leaves before you deal with another evil Greedy. One more drop takes you to the bottom level where a sausage waits for you as well as a life potion if you need it. Now use the pole to mount the moving platform and sail across the eggshells below, collecting leaves on the way.

Kill the next sausage and walk along for three boxes and three leaves. Grab the bubble and float to the higher tabletop where your final goal lies – jump on the strawberries on the cake and leap up high to snatch the carrot you seek.

Kitchen Of Danger: Part Two

Smash the three boxes near where you start and run right onto the cake, killing the awaiting strawberry. Leap to the top of the cake and grab the leaf there as you jump over to the spinning peg. Wait until you swing in the right direction and then jump onto the tabletop beyond. Grab the leaves and squash the strawberry, then make another leap over on the spinning peg and onto the table, hitting the sausage as soon as you land.

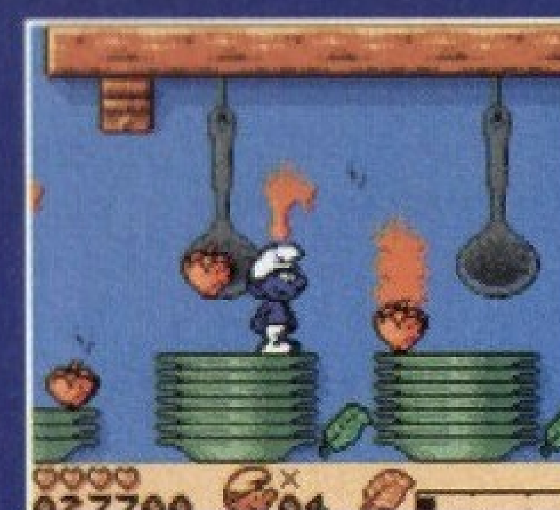
Use the moving platform to cruise across the gap then jump down, snatch the leaf and take the time potion to freeze the strawberries and jump past them, collecting more leaves as you go. Drop down by the pole and avoid the hopping forks to collect two more leaves and a life potion. Head back and climb the pole to get three more leaves before jumping back onto the table and using the peg to swing across the gap.

Dodge the pie-throwing Greedy and drop past the next pole, grabbing more leaves. Take out the strawberry and drop again to get the life potion but watch out for the sausage that appears out of nowhere. Use the moving platform on the right to get over the gap while you collect more leaves. Dodge the fork and kill the strawberries on the cake, then use the bubble in the box to float up to the left and grab the leaves on the window ledge.

Jump back down onto the cake and head right, avoiding another fork and then use the bubble in the box to float to the right and reach a small platform made of boxes. Collecting the leaves along the way, keep floating across using the bubbles until you reach the next table – be careful to kill the waiting Greedy quickly before he hits you. Walk right, breaking the boxes and killing the sausage before going back left and falling off the table. Push the green jar along to the right and use it as before to jump up and collect the leaves and life potion.

By now, your jump meter should be quite full so use the bubble to float back up to the top table and use the Smurf triple jump to leap over the high-stacked plates. Fall down on the other side and head left, avoiding the fork and grabbing the three leaves. Go right and use the moving platform to float right. Grab the time potion and mount the cake then use the bubble to float up and left to get another life potion. Drop back down, kill the strawberries and use the pegs on the right to swing across to the table.

Use the invincibility to kill the strawberries then swing on the pegs to go up a level and kill the Greedy and snatch his life potion. Finally, head back to the pegs and jump left to grab the leaves before going along the top table to the right. Avoid the fork and kill the sausage as you smash the boxes before dropping to the right by the pole. The real Greedy Smurf is here, trapped in his nightmare. To save him, you have to jump on his head three times without getting hit by his flying pies. Use the pole to get above him and jump on him before he can cause too much damage.



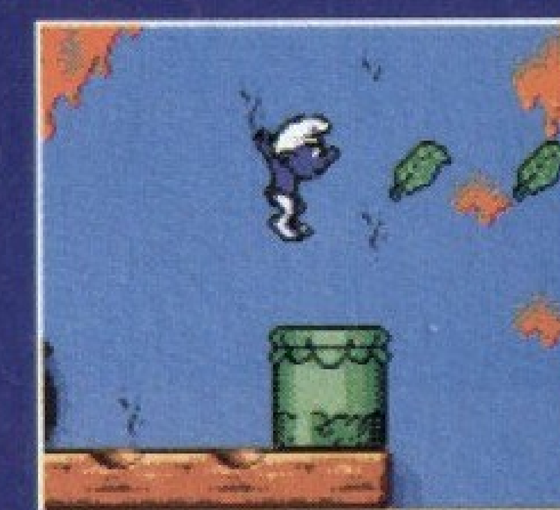
▲ Make sure you pick up all power-ups.





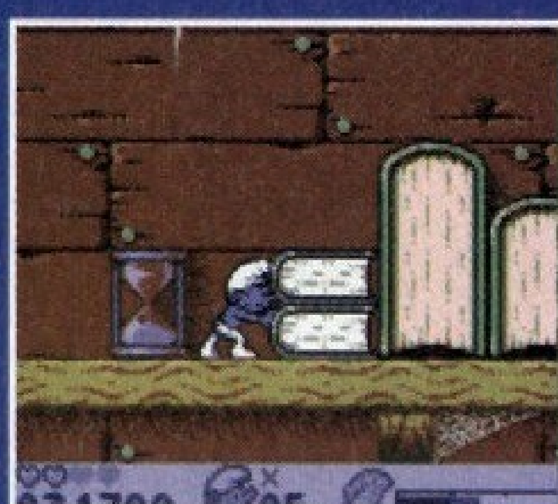


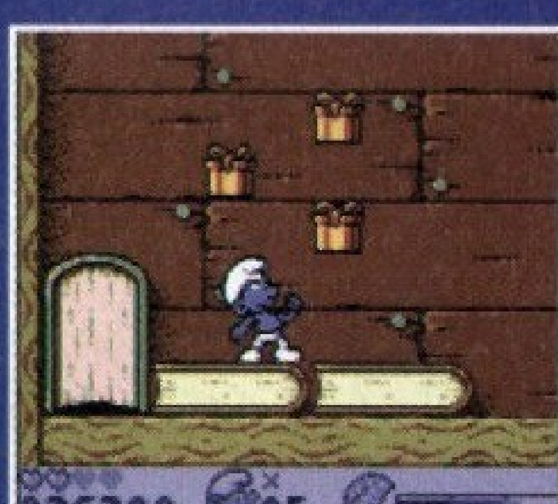
▲ You can slide down poles with ease.




Winning with the rabbit takes practice.






Collecting leaves will take you higher!




Passwords are rare, so be careful!



The Rabbit Race

Once you've left the Kitchen of Danger, walk through the village until you reach a rabbit standing on the far right. Talk to him and give him the carrot you found in the kitchen to enter the Rabbit Race.

This isn't too difficult if you remember a few simple rules. Firstly, try to stay as far to the left of the screen as possible without falling off – the screen constantly moves so keep a bit ahead of it. If you're crossing the floating logs and the water level rises, leap off into the sea when the logs run out and the water level will drop back down before you land.

When jumping over large gaps, only jump when you can see your destination ahead of you as jumping blindly can lead to falling down gaps in the floor. Leave the jump until the very last second and then hold Right and the B button down until you land to ensure you make it. If you're using red mushrooms as a springboard, hold down B to make a huge leap across.

Collect all the leaves that you pass or you won't make some of the jumps later in the level and always wait for the right moment when passing the bees. Finally, remember what the title screen says – don't forget the key!

The Library Of Fear: Part One

Walk right from the start and leap up onto the books to collect the first two leaves and the magical potion without colliding with the spider walking around. Run along and take out the evil Brainy Smurf waiting on the other side then break the box and jump up onto the next set of books. Collect two more leaves and then leap on the flapping book to shut it for good. Jump down and break the next two boxes, grab the two leaves above the Chess board and then push the Chess piece one square to the left to open the path ahead.

Two more boxes and a flapping book lie ahead, then head further right and use the moving platform to float across the glass and collect the leaves and life potion. Go back and break the box next to the glass and use the bubble to float up and grab another leaf before you reach the next platform. Use the magical potion to sprint past the spiders and Brainy, smashing the boxes along the way. Now leap onto the books and down the other side. Collect the leaves and then use the platform to the left to clear the glass ahead.

Ignore the box near the spiders for now and head left, jumping the books and killing the flapping book before grabbing the stash of leaves. Now go back, break the box and use the bubble to float up to the next level, getting the leaves on the way. On the left, use the double jump to clear the book and get over to the life potion in the corner, then head back right and wait for the floating platform to take you over the breach. Push the small grey books right and use them to jump up and onto the higher books.

Quickly grab the magical potion and run past the flapping book and spiders, breaking the boxes on the way. Grab a couple of leaves near the Chess board and push the next Chess piece left to lower the book in front of you. Ignore the box and use a double jump to get onto the higher level on the right and snatch the life potion and three leaves. Double back to the box and use the bubble inside to float up, collecting the leaves as you go.

Watch out for Brainy lurking at the top and then walk along to the left killing spiders and breaking boxes. Use the floating platform at the end to get over the glass and grab the magical potion as you leap down to run through all the spiders below. Break the four boxes on the left before grabbing the bubble inside the top one to float up and collect the leaves. Beware of Brainy waiting right at the top and then run along right. Push the Chess piece to the left, shove the grey books under the life potion to reach it and then push them back to the right to jump onto the higher books.

Grab some more leaves and kill another flapping book and another Brainy Smurf before pushing the Chess pieces in towards the raised rope to make it drop down. Collect it to finish the stage.

The Library Of Fear: Part Two

Run left, avoid the ink pot and quickly kill the Brainy ahead. Walk all the way along to the left and ignore all the boxes for now – just push the Chess piece at the end one square right. Now go ALL the way back to the start and use the spider's web to spring up onto the platform above. With the path open you can now smash the boxes there and grab not only the leaves but the silver heart too!

Head back to the left and use the bubble in the box to float up and collect the leaves as you reach the next level. Kill the flapping book and use the web ahead to leap up to higher ground, avoiding the spider that waits there. Push the Chess piece left and use the floating platform on the other side to make it safely over the glass, collecting the leaves on the way. Now ignore the webs and drop down to kill the Brainy and collect some leaves. Use the right-hand web to leap up and get more leaves and a life potion then use the left-hand one to reach the higher level. Grab the magical potion and sprint along the top passage but watch out for the Brainy that appears just as the potion runs out.

Push the grey books to one side and squeeze through the opening, kill the spider and then drop down. Walk left and use the bubble to float over the ink pot and grab the leaves before using a double jump to get onto the books. Jump on the web and push the Chess piece to the right, then come all the way back past the ink pot and go through the now open path to grab a stash of leaves. Go back left, drop down and use the next web to leap to the alcove high above and get the leaves there.

Fall back down and kill the flapping book below to collect his leaves before going back right. Drop past the web and kill the Brainy before walking along to the left, grabbing any leaves you can find. Fall off to the right, missing the web unless you want to be thrown back up, then go to the lower alcove to collect a life potion and the higher one to

grab leaves, both guarded by flapping books. Next, go left and avoid the ink pot then float over the glass using the platform and use a Smurf triple jump to leap into the small gap between the book and the ceiling. The real Brainy Smurf is here waiting so use the small ledge nearby to avoid him and leap on his head four times to wake him up.

The Bottomless Well

Once out of the Library, head for the well in the middle of the village and use the rope to climb into it. You'll be swimming in the water so there are a few things to look out for here. As always, collect as many leaves as possible but also keep an eye on your oxygen meter. If it runs out, you'll drown so make sure you top it up as often as possible by breaking the boxes and grabbing the oxygen bubbles inside.

Apart from avoiding anything that moves, because it'll quite obviously hurt you, the only other thing to watch out for are the anchors placed around the level. By swimming past them and pressing A, you'll knock them over and open up the path ahead. Use the currents to swim quickly along long passageways and jump on board the friendly turtles who'll carry you to the top of dangerous spiked sections if you guide them. This level isn't too difficult if you stick to the path and move along as quickly as possible. Don't forget the key!

The Mysterious Planet: Part One

Watch out for the Alien Smurf right at the start – you can only hurt him when he's not spinning so avoid him like the plague. To get up the pole, jump away from it and then glide back in so you grab on at a higher level to reach the leaves and life potion. Leap the lava pit and then walk past the huts, grabbing the leaves. Kill the bug but be careful – if he hits you then the controls will be reversed and you'll have a tough time controlling yourself. Leave everything alone for a minute and you'll return to normal.

Kill another alien and then leap over the hopping fire before jumping between the two poles to get all the leaves. Over the next lava pit, kill another alien and leap over the fire into the crater to be thrown up and grab the leaves and life potion above. Jump over another pit and into another crater to get more leaves then use the gliding technique to get all the leaves up the next pole. Leap over the fire and use the yellow block to get onto the red peddling machine. Press the A button to peddle and then jump off with B when you get to the top.

Make your way down the steps avoiding the fire and use the crater at the end to boost up to the leaves and then over to the poles. Leap from pole to pole collecting the leaves but be careful not to fall into the lava below. Keep heading right, dodging all the fire and when you reach the high ledge use a double jump to get up to it. There are more fires ahead to avoid so use the poles to your advantage and grab the life potion at the top.

You need to use a Smurf triple jump to clear the next high ledge then leap the lava pit and use the next red peddle machine to get up even higher – just watch out for the rolling Alien Smurf at the top. Wander along and drop down the other side of the cliff, taking care of the next bug and the walking alien. Break the boxes as you head right but watch out for the alien that appears out of nowhere and when you reach the end, jump on the red peddle machine and press A to fly up. Jump off and repeat until the block under the machine breaks and the magical hammer falls out, ending the stage.

The Mysterious Planet: Part Two

Avoid the fire right near the start and use the pole to leap up and grab the life potion and leaves. From the top of the pole leap down onto the platform floating in the lava and quickly jump along the platforms before they disintegrate. Dodge the bug on the other side and then avoid the meteors as best you can – this is quite tough. Leap over the fire past the meteor shower and kill the alien among the huts then use the crater to spring up and grab the leaves and life potion.

Clear two more fires and use the red peddle machine to reach the top cliff. Snatch the time potion to freeze everything and sprint along the cliff top using a double jump then slide down the poles on the other side, watching for the fire at the bottom. Dodge another meteor shower and use the pole on the other side to reach the high up leaves. Peddle on the red machine to get more then leap off to the cliff on the right, using a double jump and dodging all the fire.

Another set of poles lets you slide down, but again beware of the fire and bugs lurking at the bottom. Jump onto the platform in the lava and leg it along as it sinks, then jump up the pole to get the goodies and onto the other platform to the other side. Through the village, dodge the fire and spinning alien then jump into the crater and fire up to break the box above. Go up again and use the bubble to float far right before bursting it above the row of leaves and falling onto the platform and jumping off before it disappears.

Another row of platforms await but you have to use a Smurf triple jump as you reach the third one to clear the cliff face. Another triple jump gets you onto the top and then use the pole to slide down the cliffside before jumping in the crater and getting the leaves above. Kill the spinning alien in the village and then take on the alien Space Smurf to awaken him. Leap on his head to stun him and then run right quickly to avoid the hammer he throws at you. Keep doing this and jump on him five times to free him from his nightmare.

Die Flood Wave

With the hammer in hand walk far right past the rabbit in the village. When you reach the poles blocking the river press A to knock them down and pass through to the flood wave. If this game was to ever be accused of being tough, this is the level to do it – the flood wave is a nightmare of the highest order.

The idea is to outrun the tidal wave of river water rushing up behind you which sounds easy





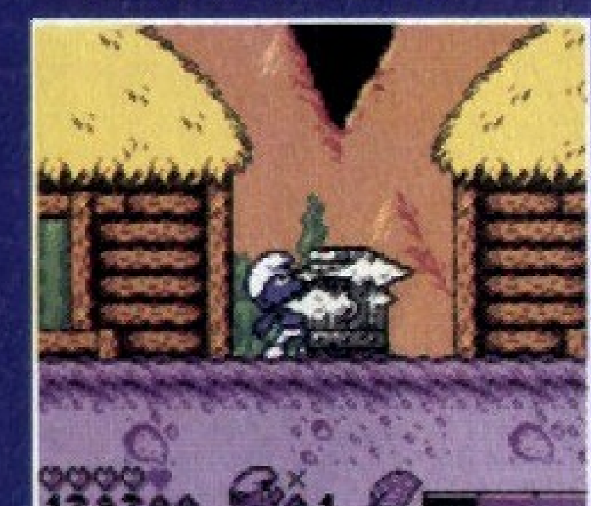
Remember – Smurfs need air too!



Watch the movement patterns.



Sometimes a leap of faith is needed.





If a Smurf is red – he's bound to be bad!

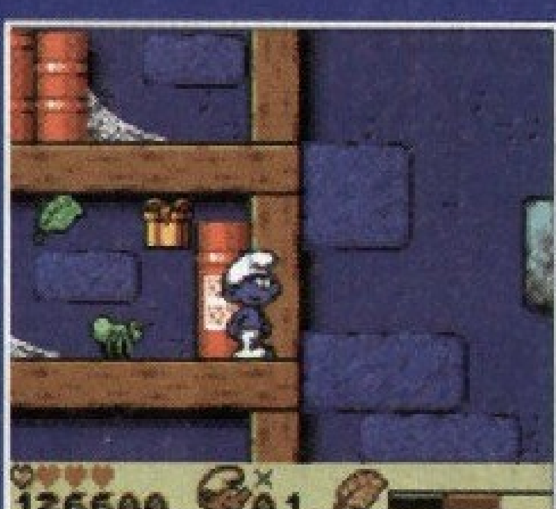



▲ A lone leaf – ready to be picked.


▲ The books don't offer any cover.






▲ The smallest enemies can be deadly.





enough. However, you have to not only avoid the enemies in your way such as porcupines and bugs, that reverse your controls again, but also leap over gaps, grab springs to let you leap high enough to collect the leaves floating above AND jump up slopes that slide mud in opposite direction, pushing you back! To make matters worse, you can't miss a single leaf – if you do, you won't be able to do the double or even triple jumps to leap over the high cliffs ahead!

Keep persevering at this one as it's a real toughie. If you fail and die totally, you'll have to complete the mysterious planet level all over again too! One last kick in the teeth before you move on – there's not even a password after this so if you die you'll have to do it all over again – arrghh!

The Haunted Manor: Part One

Duck the flying mace that's thrown by the evil Shy Smurf when you begin and then walk left killing him and breaking the boxes. Use the wings to fly up to the next level and avoid the spiked hat by jumping over him. Now collect another set of wings and fly up to the top level before squishing the spider and grabbing the leaves. On the far left, wait for the moving platform before letting it carry you to the other side – watch out though as it's a bouncy platform. Kill the spiders and collect the leaves, then drop to the left and swerve in to reach the next level down.

Jump over the spiked hat and get the leaves then fall to the right and press the switch there with the A button. Walk left and kill the next Shy Smurf then jump on the grey stones and double jump onto the chest to get the leaves. Fall down and kill the bug then push the same grey stones left and use them to climb up to the next level. Double jump up and dodge the little fires (the big ones are only background) then jump over to the chest and get the time potion. Run along and avoid the spiders, then climb the stairs being careful to avoid the nasty Bugs that are there. Use a double jump to reach the box and then do it again to grab the bubble inside.

Rise up and get the leaves then do it again and drift to the right. Ignore the boxes, kill the Shy and grab the magical potion before legging it along stamping on the spiders and getting the life potion at the end. Back to the left, break the box and use the wings to fly up then jump over the spiked hat. Run right along the bed and triple jump to get the leaves. Go back and use the next set of wings to fly even higher, squash the spider and use the bouncy platform to get over the gap. Avoid the spiked hat and use the series of three bouncy platforms to get over to the other side – this is NOT easy.

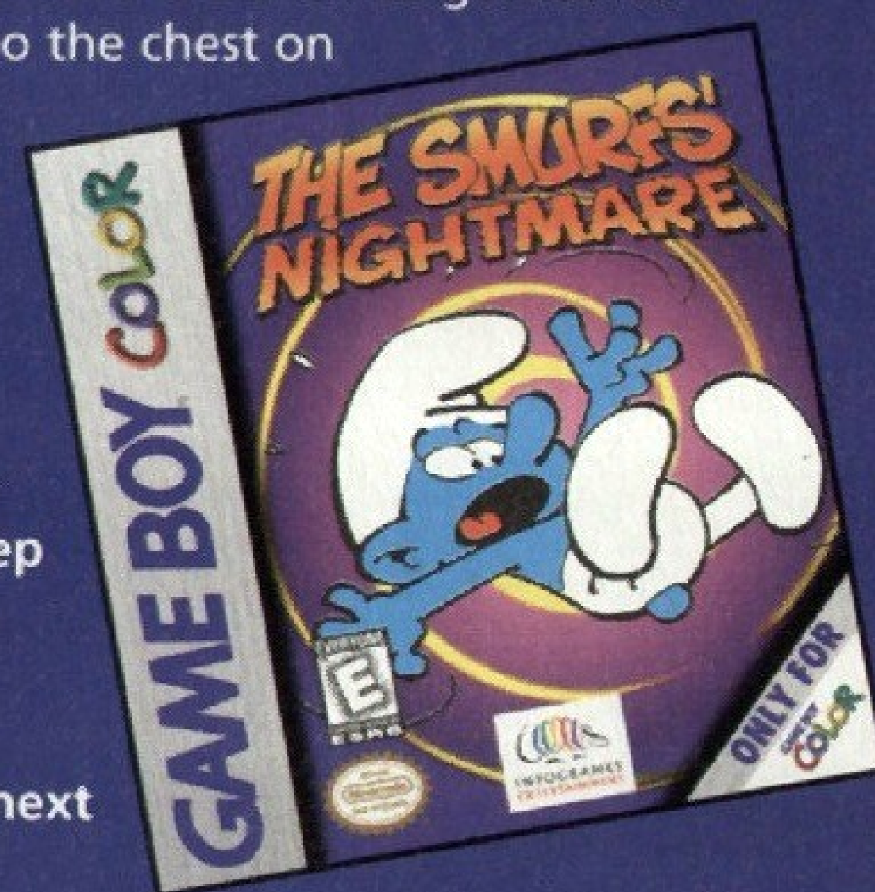
Keep going right and use another bouncy platform before grabbing a magical potion and legging it through all the spiders in the way. Go back and drop down before running left, taking care of another Shy and hitting the switch at the end. Head off to the right and kill all the spiders there then use the newly formed steps to climb to the top. Hit the first switch ahead then hit the second to clear a path to the key before using a triple jump to reach it and end the stage.

The Haunted Manor: Part Two

Hit the switch on your left and duck the flying mace that Shy Smurf throws at you, then kill him and get rid of the next spider. Get the wings near the spiked hat and fly up to the left, collecting leaves and the next set of wings to get even higher. When you eventually fall down, go right and climb the stairs near the bugs. Use the bubble at the top to reach the life potion and leaves on the left then use it again to get to the high platform above and get more leaves. Another bubble there takes you even higher where you must get a bouncy platform to the left to hit the switch in the alcove to the side.

Fall all the way back down and walk right, killing the Shy Smurf ahead and jumping over the collapsing floor before climbing the new stairs. Leap left to get onto the chest and get some leaves then go to the top and run right, killing another Shy. Continue over a gap until you reach some grey stones. Keep walking right past two spiders to get some leaves then head back to the stones and push them left. Use them to leap onto the chest above with a double jump, but watch for the spiked hat. Get on the bouncy platform on the left to get the wings then fly along to get some more wings and leaves before reaching another hidden switch in an alcove.

Drop down and go back to the chest, using the bubble there to get to the table above, then run across to kill another Shy and use the bouncy platform to get onto the ledge with some fire. Dodge them and collect the life potion then drop to the right and walk over the collapsing floor. Run along and jump onto the shelf to get leaves then go up onto the chest on the right and jump to the shelf on the left with spiders on it.



There you go – that should keep you busy for a while. To complete the game, tune in next issue!

